

时空巡逻队 SPECTROBES



EXCLUSIVE
SPECTROBES CARDS
INSIDE!

COVERS NINTENDO DSTM

BASED ON A GAME EVERYONE
RATED BY THE
ESRB **E**



Written by Tim Bogenn

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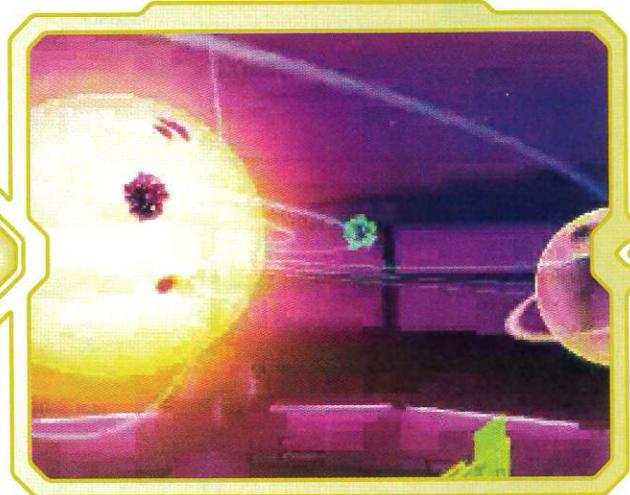
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INTRODUCTION

Intel reports of a UFO crash-landing on planet Daichi provoked an immediate response. Investigating the wreckage, officers Rallen and Jeena with the Nanairo Planetary Patrol discovered an unconscious man in an escape capsule. They were able to revive the sleeper who spoke of an invasion of monstrous beings known as the Krawl—creatures capable of devouring entire star systems. The “sleeping man” named Aldous, taught Rallen and Jeena how to awaken the only force capable of stopping the Krawl’s onslaught: the Spectrobes. Previously, the only contact reported with these creatures has been through fossil forms making everyone believe the Spectrobes to be extinct. Apparently Aldous has a way to awaken the fossils from their slumber.



Your mission is to defeat the Krawl. To do this you must search for and awaken Spectrobe fossils and then train them to fight the Krawl—humans are all but powerless against the planet-eating monsters.



BASICS

CONTROLS

Button	Command
+Control Pad	Character and cursor movement.
A	Action, Investigates in the chosen direction or speak to the character you’re facing.
B	Cancel. Walk slowly (hold B).
X	Activates the Prizmod.
L	Shows the current status of Rallen and all the Spectrobes in the Prizmod.
R	Commands Spectrobe to search the area around itself.
Stylus	Touch Child Spectrobe to search the area around it. Selects a buried artifact and enters excavation mode.

MENU SCREEN

Button	Command
+Control Pad	Moves the cursor.
A	Action.
B	Cancel.
L	Displays attack descriptions when pressed on the Spectrobes’ information screen.
Stylus	Selects and confirms menu items. Can be used to tap, touch, and slide icons.

BATTLE CONTROLS AND COMMANDS

Button	Command
+Control Pad	Move Rallen and the Spectrobes.
X	Make Rallen attack (using weapon or item).
A	Hold down for charge attack.
Y	Switch to Charge (CH) mode when CH gauge is adequately filled.
B	Change Rallen’s weapon (cycles through: Glove, Sword, Blaster, Item)
L	Command Spectro 1.
R	Command Spectro 2.
Select	Retreat from battle. Cannot be used when fighting Krawl boss. Run to the edge of the arena in the direction of the moving escape icon on the bottom of the screen.

EXCAVATION

Button	Command
L	Scans.
R	Scans.
Microphone	Used to blow rock fragments away. Other tools are also voiced-controlled.
Stylus	Tool usage and menu selection.

Stroke commands

Some Spectrobes attack when the L or R button is pressed. Others have multiple commands and L or R simply access the command menu. Stroke Commands are the chain of commands to reach the attack or move desired. Spectrobes can have from one to three strokes.

CH ATTACKS

Button	Command
Y	Switch to CH mode.
L or R	Performs left or right Spectrobes’ CH attack.
L + R	Press together to perform a group CH attack when the CH gauge is full.

STROKE COMMANDS

Button	Command
L or R	1 Stroke: Performs left or right Spectrobes’ CH attack.
L or R + X, Y, A, or B	2 Stroke: Attack, Charge CH, Follow, or Wait.
L or R + X, Y, A, or B + X, Y, A, or B	3 Stroke: (after choosing 2 Stroke command) you can attack Enemy A, B or C using Y, X, or A.

FOSSILS, MINERALS AND CUBES

You can't save the solar system without the help of Spectrobes. You can't get Spectrobes without excavating and you can't excavate without a Child Spectrope to help you search below the surface of your planet. All the artifacts you can dig up can be categorized in one of the following groups: **Fossils, Minerals, or Cubes.**

TYPES OF SPECTROBES

FOSSIL

This is the youngest form of a Spectrope. All Spectrobes were once fossils. Use a Child Spectrope to search for fossils buried underground. Dig up a fossil and when you return to your spaceship's lab you can awaken the fossil to uncover a Child Spectrope.



EVOLVED

The final form of the Spectrope, only Adult Spectrobes can be evolved. Evolved Spectrobes boast superb fighting skills but are unable to search for fossils and minerals.



CHILD SPECTROBE

The juvenile form of a Spectrope, Child Spectrobes can only search; they cannot fight. Train Child Spectrobes or place them in an incubator and feed them minerals to raise them to adulthood.



MINERALS

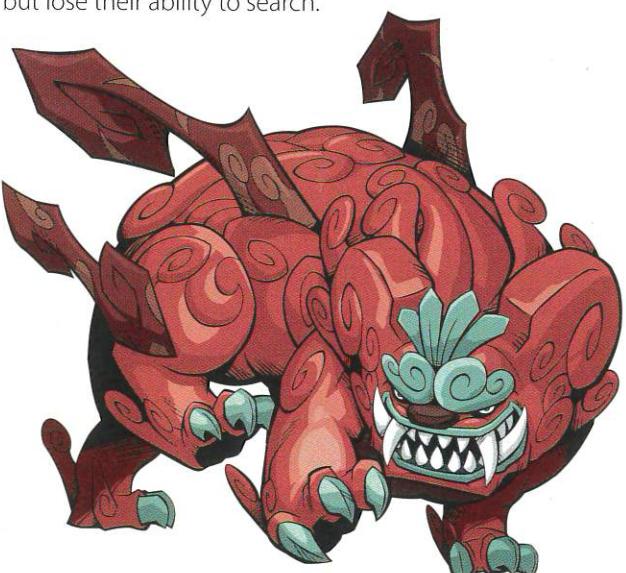
Minerals are found beneath the ground using a Child Spectrope. Minerals are priceless jewels to the inhabitants of the Nanario system but more importantly, minerals are food for Spectrobes. "Minergy" is the energy contained within minerals. Spectrobes absorb Minergy from minerals and use the Minergy to grow.



There are three types of Minergy: Health, Attack, and Defense. A system of shapes is used to differentiate these types so you can identify them on sight.

ADULT SPECTROBE

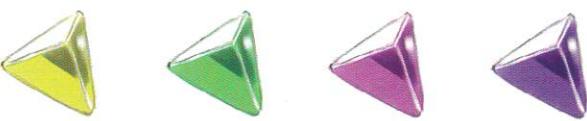
Child Spectrobes evolve into Adult Spectrobes. They can fight but lose their ability to search.



MINERAL SHAPES

Pyramid Minerals

Pyramid minerals provide Attack Minergy.



Rectangle Minerals

Rectangle minerals provide Defense Minergy.



Crescent Minerals

Crescent, or moon shaped, minerals provide Health Minergy.



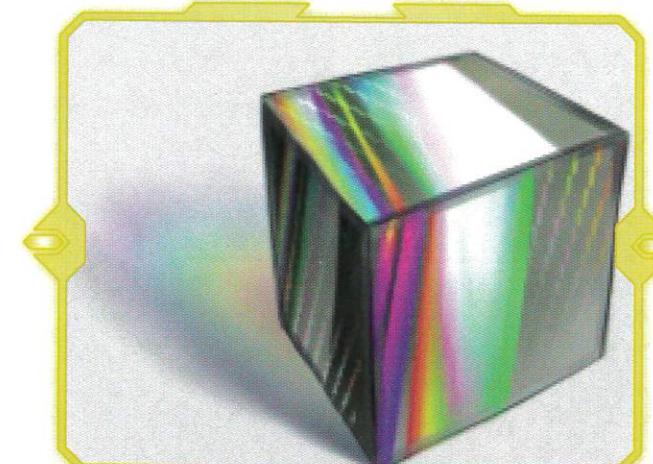
MINERAL COLORS

A system of colors is used to identify the amount of Minergy inside a mineral of any shape. The following are the mineral colors in order from low to high Minergy content: Yellow, Green, Pink, Purple.



CUBES

Cubes are glimmering artifacts that hold within them the secrets of the Spectrobes. Dig them up and take them to Aldous to decipher. The log of Cubes is accessed from Aldous's escape capsule. Many Cubes contain helpful information while others unlock new game features.



The following is a complete list of Cubes in the game in order as they appear in the escape pod's "Cube List" and what they do. The planet listed is the first planet you reach in the game where they can be found.

CUBE AND CRYSTAL LIST

Cube	Planet	Secret Within
Alpha	Daichi (P2)	Data: Awakening
Beta	Daichi (P2)	Data: Training
Gamma	Genshi (P1) Area 1	Data: Leveling Up
Delta	Genshi (P1) Area 1	Data: Evolving
Epsilon	Genshi (P1) Area 1	Feature: Unlocks Custom Parts
Zeta	Nessa (P4) Area 1 (trade Cyrus Blue Keystone for Zeta Cube)	Feature: Unlocks Spectrobes' Evolved Forms.
Eta	Genshi (P1) Area 1	Data: Battle
Theta	Nessa (P4) Area 3	Data: Charging
Iota	Ziba (P5) Area 3	Feature: Unlocks terrain features in the Incubator.
Kappa	Ziba (P5) Area 3	Data: Searching
Lamda	Nessa (P4) Area 3	Data: Properties
Mu	Nessa Area 2	Data: Combo Attacks
Nu	Nessa (P4) Area 3	Data: Partnering
Xi	Nessa (P4) Area 3	Data: Types
Omicron	Nessa (P4) Area 3	Data: Support
Pi	Daichi (P2) Area 1	Data: Special Minerals
Rho	Ziba (P5) Area 2	Feature: Enables Color Awakening.
Sigma	Genshi (P1) Area 1	Feature: Enables DS Wireless Play.
Tau	Nessa (P4) Area 3	Feature: Enables Nintendo WFC.
Upsilon	Nessa (P4) Area 1	Feature: Enables the Card Input System allowing you to add Spectrobes using real world collectable Spectrope Cards.
Relic Crystal	Nessa (P4) Area 3	Feature: Enables Ultimate Form Spectrobes.

THE PRIZMOD

Press the X button to access the Prizmod. Inside the Prizmod are four rotating boxes. Touching these boxes allows you to spin the selected box to the front from which you can access the information or tools within. You can also spin the Prizmod boxes using the +Control pad.

The following features are found inside the Prizmod: **Item**, **Case**, **Status**, and **Battle Set**.



ITEM

The Item box inside the Prizmod displays Rallen's collected or purchased items, equipment, and weapons. Touch the small item or equipment icon in the top left corner of the lower screen to switch inventories. You can use items by touching and dragging items into the Rallen icon on the top of the lower screen. This is where you go to use the Jet Pack or to use serums and antidotes. However, the Equipment menu is only for viewing equipment. To equip equipment you must use the Battle Set box, also inside the Prizmod.



CASE

This is where you go to view all the fossils, minerals, and cubes that Rallen has collected. There is a Fossil option and a Mineral option in the top left corner. Touch the item category you wish to view.



FOSSILS

Touching a Fossil in the case displays the information about that fossil. A white dot or white X in the top screen indicates if the fossil is equipped with Custom Parts or not (X if it does not have Custom Parts). Also displayed are the fossils' Minergy levels. You can carry up to 99 fossils. You can discard fossils using the trash icon on top of the screen. Simply drag a fossil to the trash and confirm your choice.



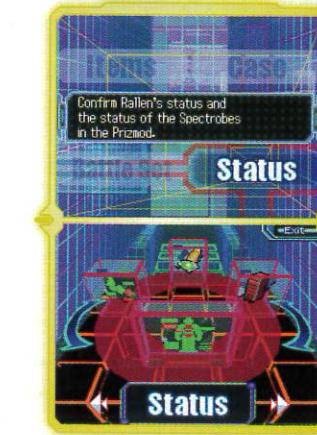
MINERALS

The Mineral menu inside your case allows you to view the minerals you've collected. Touch the mineral to display information about that mineral including how many more Hit Points, Attack Points or Defense Points your Spectrobes will gain if you feed them the mineral in the Incubator.



STATUS

Touch the Status box in the Case to check information on the Rallen and the Spectrobes you have set to the Prizmod. Rallen's top screen of info displays his DEF, ATK, POW, and HP levels. Also shows his total HP, ATK, and DEF as altered by wearing different equipment. Your excavation skill level is also displayed. If you touch a Spectrobes, its information is displayed. Press the L or R button while an Adult or Evolved Spectrobes is selected and information about its Charge Attack (CH) is displayed.



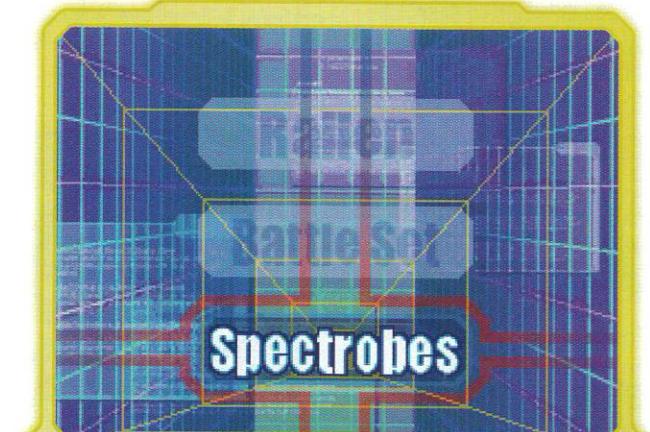
Remember, if you use a healing item during battle, you must set another item here before beginning another battle if you want to heal during the next battle.

SPECTROBES' BATTLE SET BOX

This menu allows you to set or replace the Spectrobes that are to be used during a future battle; you cannot access the Prizmod during battle. Switching between "Battle" and "Search" in this menu allows you to toggle between Spectrobes used for battle and those used for searching.

BATTLE SET

The Battle Set inside Prizmod allows you to choose between the Rallen and Spectrobes boxes. The general idea of the Battle Set is to prepare you for battle. This includes selecting items for Rallen to bring into battle and choosing which two Spectrobes you are carrying to the fight. These are done respectively in the "Rallen" or "Spectrobes" boxes.



RALLEN'S BATTLE SET BOX

There is a row of menu options in the top left corner of the bottom screen. Use the stylus to touch these options to select one of the following categories: **Gloves**, **Swords**, **Blasters**, **Suits**, **Items** and later in the game, **Geos**. To equip an item, simply select the item using the stylus and drag it onto the Rallen icon located at the end of the aforementioned options menu. Every item you equip has a positive effect on Rallen's stats: Gloves affect defense levels, Swords affect attack strength, Blasters affect blaster power, and Suits affect health level.

Battle Spectrobes Option

The two Spectrobes in the red circles at the top left corner are the Spectrobes that are set to fight beside you in a battle. The remaining four circles are support Spectrobes. A total of four Spectrobes may be set in these circles. Touch the icon for a battle Spectrobes displays information about it. Pressing the L or R Buttons while the Spectrobes is being touched displays information about its Charge Attack. To switch between Spectrobes, touch the Spectrobes you wish to add and slide its icon to the spot you wish to place it. If a Spectrobes already occupies the spot, it will switch spots with the new Spectrobes.



Search Spectrobes Option

Touch the "Search" option in the Spectrobes Battle Set to display the selected searching Spectrobes. Touch the Spectrobes icon and information about that Spectrobes appears in the top screen. Search abilities include search range and search targets. Not all Spectrobes can find the same things when searching. Using this menu, you can discover what items your searching Spectrobes can find.



In the top right corner of the top screen, the number in the many circles indicates the amount of area the Spectrobes is able to search. Below this are four icons in a circle. They represent (clockwise from the top) Corona property Spectrobes, Flash property Spectrobes, Aurora property Spectrobes, and finally the green icon on the left indicates that it can search for minerals. Any Child Spectrobes can find Cubes.

empty set

If no Spectrobes are placed in the two battle set spots in the Spectrobes' Battle Set option menu then Rallen will fight alone. This is not a good idea, as Rallen is quite weak against the Krawl.

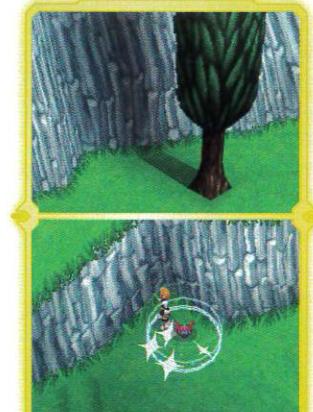
SEARCHING AND EXCAVATING

The entire game is based around the search and excavation of fossils and minerals. To begin this task you first must have a Child Spectrobes with you while you roam one of the surfaces of the many planets in the Nanairo System. Not all Spectrobes have the ability to search for all the items and some Spectrobes can only find specific items. So, make sure to switch searching Spectrobes often or find one that can find everything. However, all Child Spectrobes can find Cubes.



HOW TO SEARCH

The Child Spectrobes assigned as the "Search" Spectrobes will walk beside you as you roam planets. Touch the search Spectrobes with the stylus. Holding the R button also opens the search circle in case you do not wish to use the stylus.



A circle (the size determined by its search range ability) appears around the Spectrobes. Glimmer icons sparkle within that search circle if you are standing over any buried items. The color of the sparkle indicates what kind of item is buried there (Fossil, Mineral or Cube).

Touch the sparkly symbol you wish to excavate (often you will find many objects buried within the same search circle). The color helps you decide which to unearth. Use our Excavation Maps and the Cube locations on our walkthrough maps to help you find all the areas to dig.

Once you've touched the glowing symbol the excavation screen opens. A variety of excavation tools appear along the right side of the screen. Fossils and Minerals are fragile and they can be damaged to the point that they cannot be brought up. Also, Custom Parts can be accidentally broken off fossils. So you must excavate with care.



THE EXCAVATION SCREEN

Not only do you get to keep the items you unearth, but you also receive experience points for excavation process. The more experience you earn the higher your excavation level. The higher your level the easier it is to excavate without damaging what you're digging up.



UPPER SCREEN

Time

Each excavation is timed. The quicker you can pull something out of the ground the more points you earn.

Data Monitor

Displays scan data. Press the L or R buttons to scan the shape of the object. The object type appears in the top right corner of the screen.

Depth

Indicates the depth of the buried object. This appears in the large globe on the left side of the top screen.

LV

Located to the right of the Depth display, this displays Rallen's excavation technique level. The more you excavate the higher this level rises.

Damage Gauge

This is located to the right of the excavation technique level display. This gauge fills if damage is inflicted to the buried object. If it reaches MAX, the item will be destroyed.

Stress Gauge

The Stress Gauge is located below the Damage Gauge. This is a display that accurately measures the stress put on a buried item in real time as you unearth it. If this meter maxes out the Damage Gauge registers a certain amount of permanent damage to the object. Keep the Stress Gauge level out of the red zone.

Tool Display

The currently used excavation tool's name appears in a display on the bottom left corner of the top screen.

Percent Excavated

This is one of the most important displays on the screen. This lets you know when it is safe to pick up an item. You can stop excavating and "pick up" any item when it is 95% revealed.

TOUCH SCREEN

Excavation Area

The largest area of the screen is the area that you touch with the stylus with various tools selected to unearth an object. You begin the heavy digging without a tool selected. You use the stylus to pop through layers of rock crust until you see the top of buried item. It's best to break through crust at a corner so you don't damage the buried object before you have a chance to do the delicate work. When the top of the object is seen, the tool assigned to the top tool box is automatically selected.



Tools

The tools are located in a tool box along the right side of the screen. Simply touch a tool to select it. It's good to keep the most powerful tools on the top working your way down to less evasive tools towards the bottom. This is the default method of arranging tools. It's good to keep this arrangement so you don't accidentally use a tool that is too powerful and risk damaging the buried item.



The "Tool" display at the top of the tool box is a button. Touch it with the stylus to open your entire tool inventory. There are nine slots for tools. You can purchase tools from a shop on Kollin. You can drag your chosen tool from this inventory to a tool box on the right side of the screen. Press "Tool" again to close the inventory.

Tool Boxes

There are three Tool Boxes on the right side of the screen. Each slot holds one tool. The tools stored here can be selected at any time during excavation. Choose the appropriate strength tool for the delicacy level of the excavation. Use large drills for clearing heavy debris and lighter drills for clearing away lightly covered areas of the buried item. You begin the game with the Drill L, Drill M, Drill S, and Blower. These are listed in order of strength.



TOOLS

Tool	Usage
Drill L	A powerful (Large) drill mainly used for clearing large amounts of ground from around an object.
Drill M	Used to remove dirt and rock from atop an object. This is the medium drill.
Drill S	A small drill mainly used to get into hard-to-reach areas—like flossing.
Blower	Used to blow away dust from the buried object. It has the same effect as exhaling into the DS microphone.
Recovery	Used to slightly fix damaged fossils, this tool can be used four times before it runs out.
Sonic	Used to gently excavate using sound waves. Activate it by speaking or blowing into the microphone.
Blast	Explosively excavates objects in one shot. However, its success rate is quite low and even when it does work no excavation experience points or bonuses are awarded.
Solvent Liquid	Dissolves the ground to expose objects. Useful for removing rock and dirt from tight areas. The solvent must be completely deluded into the soil before another tool can be selected and used.
Giga	An automatic excavator that unearths objects using a laser. The higher the percentage excavated, the higher the chance of success. If you use the Giga tool on a mineral that you have previously successfully excavated by hand, it will excavate perfectly every time. However, no excavation experience points or bonuses are awarded when you use it.

EXCAVATION POINTS AND EXPERIENCE BONUSES

Every excavation gives you excavation experience points. As your experience level rises so does your success rate at exhuming objects without causing them damage. The faster you excavate without damage, the more points you get at the end of the dig. The amount of time you used the scanner will affect the number of experience points earned at the end of a dig. If you excavate a fossil without damaging it you will receive a bonus in the form of Minergy added to that mineral or Custom Parts attached to a fossil. Custom Parts can be later equipped to the fossil after it has been awakened and reaches Adult or Evolved Form.



Pick Up

When the percent excavated exceeds 95%, touch "Pick Up" to pick up the object and stop the excavation clock.

Exit

After picking up an item, select "Exit" to leave excavation mode. If you started uncovering an item you don't want, you can also use "Exit" to quit digging.

Scanning

Using the L or R button to scan a buried object is helpful for determining where to dig, as the shape of the object can be clearly seen. However, using the scanner lowers your excavation points received at the end of a dig.



THE RESEARCH LAB



The Lab System is located on the bottom floor of your spaceship. Walk up to the control panel beside the escape pod and press the A button to enter the Lab System. Inside the Lab is a menu system similar to that of your Prizmod. Here you can find the following features: **Library**, **Incubator**, **Line Up**, and **Awaken**.



LINE UP

Line Up is similar to your Prizmod's Spectrobes Battle Set, but better. In the Line Up you can set what Spectrobes will appear in your Prizmod so they can be taken out of the Lab System. The Spectrobes that can be set in the Prizmod are as follows: 1 Search (Child Form only), 2 Battle (Adult or Evolved Form only) and 4 Support (Adult or Evolved Form only). Switching between "Battle" and "Search" tabs allows you to toggle between setting search or battle Spectrobes to your Prizmod. The following is the difference between Battle and Search Spectrobes:



BATTLE SPECTROBES

The two spaces in the upper right corner of the Line Up screen are for battle Spectrobes. The four spaces to the right of them are for the support Spectrobes. The spaces below these are filled with all Adult or Evolved Spectrobes that are not currently in the Incubator. These are the Spectrobes ready to fight or support the fight.



The spinning green space in the top right corner of the Spectrobes storage window is for moving Battle or Support Spectrobes out of the battle set and into the storage area. This is useful when you can't drag the Spectrobes to an empty space below without scrolling the window down further to find an empty spot.

Touching a Spectrobes with the stylus reveals Spectrobes data on the top screen. Press the L or R button while the Spectrobes is selected to get information on its Charge techniques. You can swap out Spectrobes in any of their positions by dragging one Spectrobes on top of another.

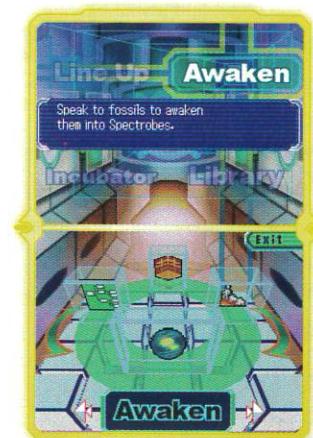
SEARCH SPECTROBES

The search screen in the Line Up allows you to set Child Form Spectrobes to accompany you on your adventure. In the window below the search slot are all the Child Form Spectrobes that are not currently in the Incubator. Touch the Spectrobes to see details on the top screen.

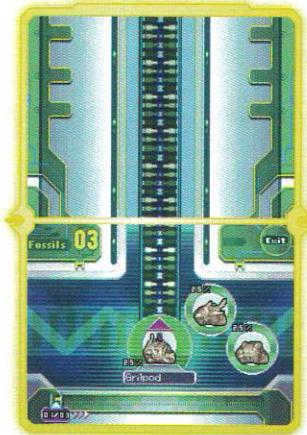


AWAKENING SPECTROBES

Spectrobes are awakened from fossils. Awakened Spectrobes are Child Form Spectrobes. From there they can be incubated or set by your side as a searching Spectrobe. To awaken a fossil, enter the Awaken option in Lab System.



The fossils you've excavated appear on a conveyor belt on the bottom of the touch screen. You can have up to 99 fossils. Touch the fossil you want to awaken and it moves to the center, vertical conveyor. Touch and drag this fossil upward towards the top screen and the fossil will ascend to the awakening room.



The custom parts found in fossils can only be equipped once the Spectrobes grows to Adult or Evolved Forms. The Percentage display above the fossil icon indicates its Minergy level. The "P" indicates that a fossil contains Custom Parts.



Press "Start" to begin the awakening process. It is suggested that you speak into the microphone to awaken Spectrobes, but we found it much easier to control the sound meter by blowing into the mic at varying amounts of strength. This is the easiest way to awaken a fossil when maxing out the sound meter is requested.

You may find that when the target is in the middle of the meter that humming a single note at a steady volume is more effective than blowing. Move your mouth closer to or further from the microphone for more volume control.

There are different levels specified for each awakening. You either must make a low sound level, maintain a medium sound level or just max the sound meter out depending on where the target cursor is located. You must hold this requested sound level for three seconds while the lighted area of the meter remains in the targeted area. Only then will you successfully awaken the fossil. Afterward you can keep the name given to the Spectrobes or use the touch screen keyboard to give it a new name.



COLOR AWAKENING

Color Awakening is unlocked after finding and delivering the Ziba Cube to Aldous. When this happens a slider button appears on the bottom left corner of the awaken screen. Slide it to the right to choose the color awakening option. Choose this option before pressing start and you'll be able to control the color of the Spectrobes as it is awakened. Three different colors appear on the meter. The color of the target area during successful awakening determines the color of your Spectrobes.



INCUBATOR

The Incubator is where you train Spectrobes. You train Spectrobes by feeding them minerals. This raises their level and allows them to evolve and lets you attach Custom Parts. There are four incubation rooms. You can place two Spectrobes in one room. As the two Spectrobes sharing a room evolve and grow they build a bond that increases their CH group attack in battle.



Spectrobes must be left in the incubator for a certain period of time in order for it to grow into an Adult or Evolved Form. The amount of time depends on the Form of Spectrobes. Some Spectrobes must attain a certain level or amount of health, attack and or defense to evolve.

In the Incubator you can: **pet**, **place**, **feed**, **zoom**, **break encasings**, attach **Custom Parts**, and eventually change **terrains**.



PET SPECTROBES

Touch and slide the stylus over the Spectrobes in the incubator to pet them. Doing this shortens the amount of time it takes for them to evolve in the incubator. They love the attention!

PLACE SPECTROBES

Touch the place option in the bottom right corner of the screen. This allows you to select the Spectrobes you wish to place in an incubator room. This menu screen works much like the Battle Set and Lab System Line Up menus.

FEED

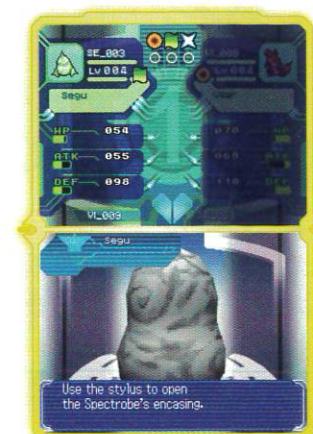
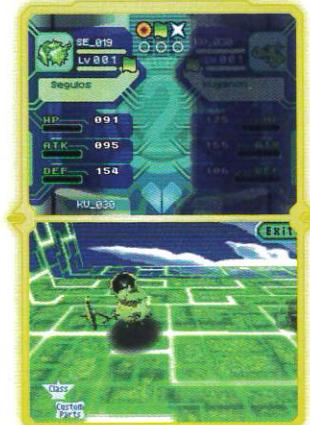
Touch the mineral icon (feed option) on the bottom of the incubation screen to enter the mineral serving screen. Here you'll find your inventory of minerals and special items. Select the mineral from the menu window and drag it up to the empty, long, oval menu at the top of the touch screen. Keep adding minerals to this plate until it is full (holds up to 5 minerals). Once full, select the last option at the top right side of the touch screen (the fork icon) to reenter the incubation room with a plate full of minerals.



Drag the minerals off the plate and place them beside the Spectrobes and they will eat the minerals and gain Minergy. Watch their levels grow on the top screen. Each type of mineral uniquely affects different levels and some affect two different types of levels and sometimes for the better and sometimes for the worse. Some minerals are better for resale and not for feeding to Spectrobes.

ZOOM

Select the magnifying glass icon on the bottom of the incubation room touch screen and cursors appear above your Spectrobes. Touch a Spectrobes and you can get a closer look at it. Its Class name and Custom Parts are displayed.



EVOLUTION ENCASING

When a Spectrobes is ready to evolve a cocoon-like encasing appears around the Spectrobes. Touch the Spectrobes to enter an Encasing removal screen. Simply scratch the encasing using the stylus and the new form will emerge.



SPECIAL INCUBATOR CUBE FEATURES

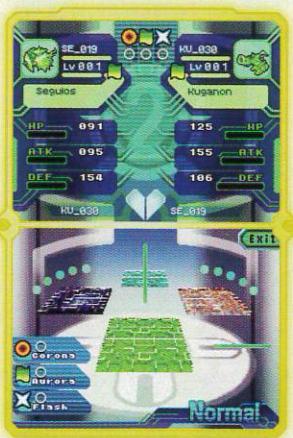
Special features in the incubator are not available certain Cubes are found. The following is a list of these features and what Cubes unlock those features:

Evolve into Evolved Form

The **Zeta Cube** unlocks this feature. This allows Spectrobes to actually evolve from Adult to Evolved form. Until you find and show Aldous this Cube you will not be able to reach Evolved Form Spectrobes.

Attach Custom Parts

You must find and deliver the **Epsilon Cube** to Aldous before this feature is unlocked. This allows you to attach Custom Parts to Spectrobes incubated to Adult or Evolved form. A new icon appears in the incubator. This icon appears on the top of the row icons on the bottom right side of the incubators' touch screen. It's a wrench icon. Touch it when you want to attach or change Custom Parts and then touch the Spectrobes to enter a Custom Parts screen. The parts appear in front of the Spectrobes. Select one and then select "Enter." Another encasing ceremony must be preformed. Rip open the encasing using the stylus and the Spectrobes will emerge with the new part. A new name is also given to the Spectrobes.



Change Terrain

You must find and deliver the **Iota Cube** to Aldous before this feature is unlocked in the Incubator. This allows you to switch out the incubator rooms' terrain. Changing the terrain color to match the Spectrobes' form color makes them happy and decreases the amount of time it takes them to evolve. It also increases the amount of Minergy obtained from the minerals you feed them.

The downside is raising a Spectrobes in a terrain that does not match its property can have the opposite effect: hinder it from evolving and lowers Minergy from fed minerals.



LIBRARY

The Library option in the Lab System is where you go to view lists and descriptions of Spectrobes and custom parts. The following options are selectable inside the Library: **Spectrobes Server**, **Custom Parts Server**, **Name**, and **Database**.



SPECTROBES SERVER

Select this option to view statistics on all the Spectrobes that you've awakened. Spectrobes in the Incubator or set to your Prizmod cannot be viewed in the Spectrobes Server. Touch the Spectrobes with the stylus to view their stats. There are organizational tabs that allow you to arrange your Spectrobes by the following categories from left to right: **Normal**, by **Form**, by **Class**, and by **Level**. "Normal" organizes by type and further broken down by Child, Adult and Evolved. "Form" organizes them by Child, Adult and Evolved with no account for Form. "Class" is what properties they are made up of (Corona, Aurora or Flash) and Level is self-explanatory.

CUSTOM PARTS SERVER

You cannot attach Custom Parts here; adding and removing Custom Parts is done in the incubator. This is where you go to view your Custom Parts. Custom Parts that are currently attached to Spectrobes cannot be viewed here.

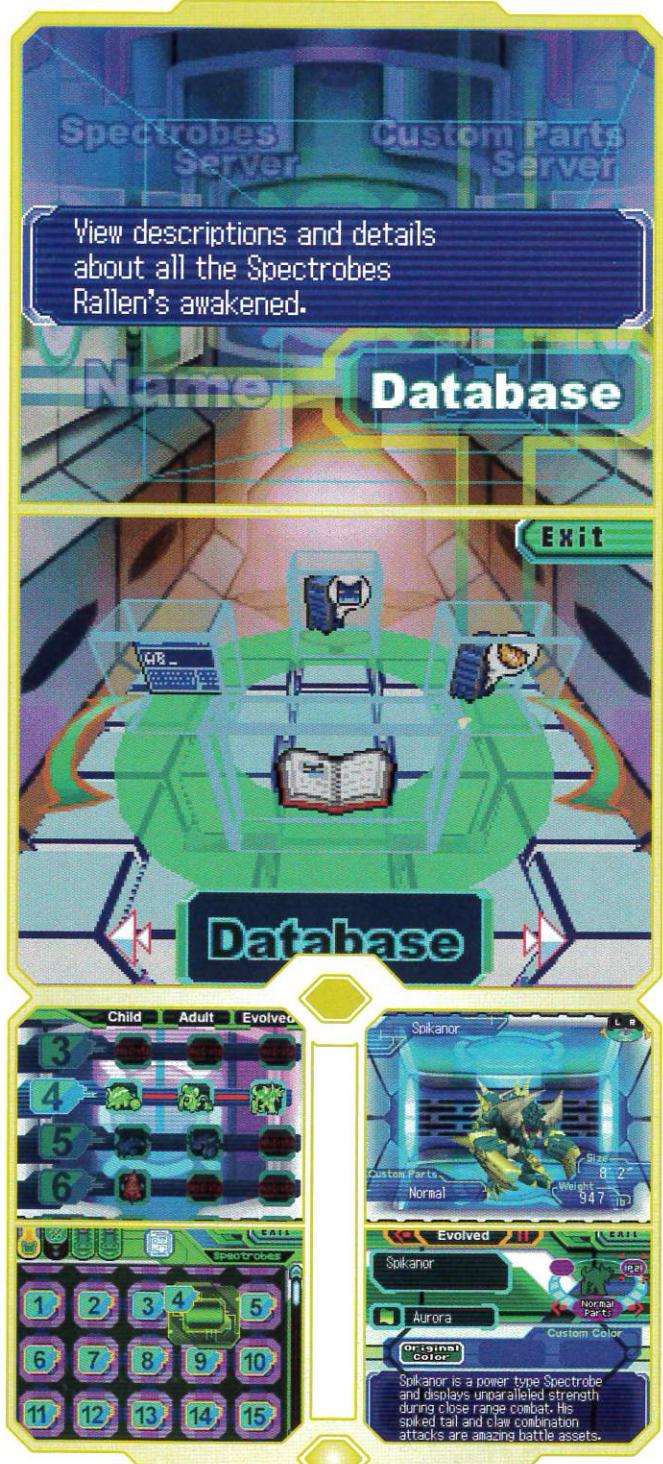


NAME

This is where you go to change the name of a Spectrobo. It is organized like the Spectrobo Server with its arrangement tab options. Select the Spectrobo whose name you wish to change and drag them onto the keyboard icon at the top of the touch screen. Then you enter the keyboard screen which is used just like the one in the Awakening chamber.

**DATABASE**

The database allows you to view stats on the Spectrobes. Each Spectrobo has the ability to become one of nine combinations of color and custom parts. Select a Spectrobo to view its Child, Adult and Evolved form in the top screen. Drag to Spectrobo to the data icon on the top of the touch screen to view more details on the individual forms. Scroll through the forms using the arrow tab at the top of the touch screen. You can also view Ultimate Forms (when available) by pressing the second icon in the top left corner of the Touch Screen.

**DOING BATTLE**

Humans are pretty much useless when it comes to staving off the planet-devouring Krawl. Our feeble attempts at damaging them are a joke. The key to defeating the Krawl is the Spectrobes. Even when you have the best equipment available, a simple Spectrobo is far more valuable in battle. When battling, the smartest thing to do is lay low and allow the Spectrobes to do their thing. Keep Rallen protected. If Rallen is defeated you've lost the fight.

Battle occurs when you encounter a vortex on the many different planets. Vortexes move about without pattern on the surface of the planets. You can try to avoid vortexes, but it's not advised. By doing battle your Spectrobes earn experience points and become stronger.



Most battles are fought three-on-three (you, your two chosen Spectrobes against three Krawl). You win a battle by defeating all three Krawl in a vortex. When the battle is won your Spectrobes gain Minergy (experience points) and you gain Gura (currency), and sometimes items (mostly of the healing type).

For basic battle controls, see our "controls" list at the beginning of this chapter.

STAMINA GAUGE

The blue meter on the bottom left corner of the touch screen during battle is the Stamina Gauge. When this meter is full, you can issue a battle command to one of your Spectrobes...or perform an attack of your own. After the command is given, the Stamina Gauge is drained and must refill before you issue another command to anyone, including yourself. Keep an eye on this gauge because if you cannot attack at a moments notice, you should not be near an enemy who is prepared to strike.



CH ATTACKS

Spectrobes can use CH energy to launch powerful attacks on the enemy. These are called CH Attacks. Every Spectrobes has at least one unique CH Attack and the amount of CH energy needed to execute the CH Attack depends on the attack type. The CH Gauge is located in the bottom right corner of the screen when the A button is held. Continue to hold the A to charge the meter. You cannot perform any other attacks while charging. You can discontinue a charge and pick up where you left off when you are ready. You are free to move about the battle area while charging the CH Gauge.



There are four levels within the CH Gauge. Again, the level in the CH Gauge needed to perform a CH Attack depends on the attack type. To perform a CH Attack, press the L or R button. The left or right Spectrobes will attack if there is enough CH energy charged to release its special attack.



CH GROUP ATTACK

To perform a CH Group Attack, press and hold both L and R together when the CH Gauge is full (a full four units of CH energy). The summoned attack usually affects all enemies with an equal amount of damage. This group attack becomes stronger when you are using two Spectrobes that have a special bond that occurs when they spend a lot of time together in the Incubator. These summoned group attacks differ depending on the combination of Spectrobes types you have with you. Experiment by grouping different Spectrobes types with different property types together.



USING ITEMS IN BATTLE

In order to use a healing serum or antidote during battle, you must equip Rallen with it first before the battle begins. This is done in the Prizmod's Battle Set for Rallen. With an item set, during battle you can cycle through Rallen's items by pressing the B button. It moves from Glove to Sword to Blaster to Item. Stop on Item and press the X button to use it. Be aware that only certain items affect both Rallen and Spectrobes. If you use an item in battle, you must replace it before the next battle. You only get to use one item during a given battle.

RETREAT!

If for whatever reason you want to escape a battle, be it trying to save your HP for a boss battle or you are getting your butt kicked, press and **hold** the Select button, then move your party in the direction of the escape animation at the bottom of the screen. **You cannot escape boss battles.** If Rallen takes damage while the escape icon is running, the icon resets to the starting position and you must continue holding and moving to the edge of the arena until you can escape.



DEFEAT

You are defeated when Rallen's health reaches zero. You are sent back to the recovery pod on your spaceship. You do not lose items you've excavated or collected from battle after losing a fight.

Attack

Affects the attack power of the entire party.

Defense

Affects the defense power of the entire party.

Speed

Affects the speed at which you can actually run on the battle area.

Charge

Affects the speed at which the CH Gauge fills when charging.

The power of your support is determined by the total power of the four Spectrobes in the support positions. For example: If you like to use CH attacks find multiple Support Spectrobes with high Charge abilities. Notice that some are great at one thing but hit below average in another support category. Going below the average in any effect category is not desirable for doing battle against challenging foes.

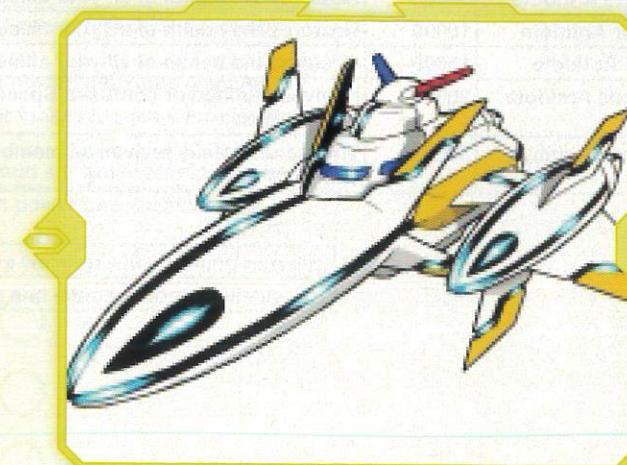
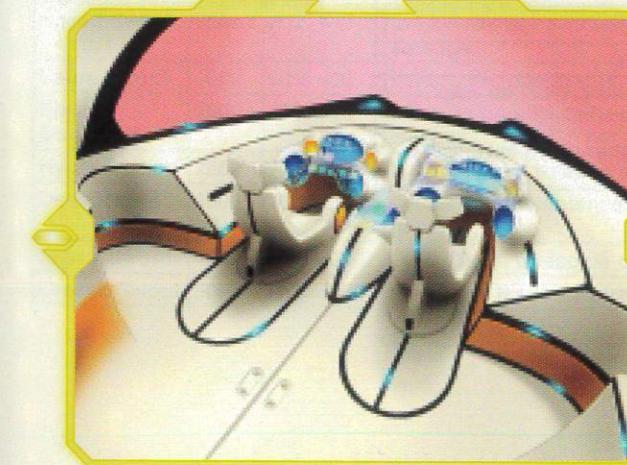


BATTLE SUPPORT SPECTROBES

When viewing the Spectrobes in the Library's Spectrobes Server, or the Line Up, or the Prizmod's Spectrobes Battle Set (and other places) you find the Spectrobes' Support Effects. This is the line of white icons with meters above and below them. The Support Effects of Spectrobes set in "Support" positions in the Prizmod affect the abilities of everyone (Rallen and the two preset battle Spectrobes). The four support effects are as follows as they appear from left to right:

SPACE TRAVEL

Your spaceship is the primary focal point of the entire game; this is where you recover lost health, save your game, talk to friends, access the Cube List and the Lab System. Later you will unlock more devices on the lower research floor that allow you to use wireless play and scan Spectrobes cards to name a couple. The most important function of the ship is to carry you from one planet to another in the Nanairo System. To navigate the ship, approach the console in the back on the upper level and press A. This brings up the solar system map. From here you can touch the planet you wish to travel to and then spin the planet to access different landing areas or moons. Confirm your choice and sit back and enjoy the ride.



PLANETS

The Nanairo Star System is made up of seven planets and a sun. The following are the planets in the Nanairo system you will be able to travel to:

Planet	Description
Genshi	A volcanically active planet covered in lush forests. Home of the fossil research institute.
Daichi	A planet enveloped in dangerous auroras. Home of Table Top Mountain.
Kollin	Capital of the Nanairo Star System. Headquarters of the Planetary Patrol.
Nessa	A desert planet full of mineral hunters (and a mineral buyer). A site of ancient ruins.
Ziba	A planet with a powerful magnetic field as result of its two moons: Akaboshi and Aoboshi.
Himuro	An ice-shrouded planet that orbits in sync with Meido.
Meido	The farthest planet. Follows the same orbit as the sun.

SHOPS

You earn Gura (currency) by fighting battles and selling minerals. You can spend this currency in shops found on Kollin, Area 1. You can also sell minerals to make Gura using the mineral buyer on Nessa, Area 1 (south of Cyrus's house).

ITEMS SHOP

The Items shop is located on Kollin south of the landing dock. They sell the following items:

Item	Gura	Details
Basic Serum	500	This serum restores the health of your Spectrobes by 50. It's quite useful for healing minor damage.
Deluxe Serum	1000	This serum restores the health of your Spectrobes by 150. It's great for healing heavier battle damage.
Super Serum	2000	Restores the health of your Spectrobes by 250. It's great for repairing heavy Krawl wounds.
Total Serum	2500	Completely restores the health of your Spectrobes. It's a rare item and must be used wisely.
Basic Antidote	2000	Restores the health of all of your allies by 25.
Deluxe Antidote	5000	Restores the health of all your allies by 50.
Super Antidote	10000	Restores the health of all your allies by 100.
Total Antidote	15000	Restores the health of all your allies by 200.
Rescue Antidote	200	Revives stunned or confused Spectrobes. It's perfect for near fatal battles.
Revive Serum	30000	This serum totally revives all members of your party, even those with zero HP.



EXCAVATION TOOL SHOP

This shop is located south of the landing dock on Kollin. The following are the items sold there:



Excavation Tool Shop Inventory

Tool	Gura	Details
Recovery	500	Used to repair fossils that have been damaged during the excavation process. Can only be used four times before having to buy more.
Sonic	1000	Uses a voice recognition system to break ground away from items during excavation.
Blast	1500	This tool triggers an explosion that breaks through really hard ground during excavation.
Solvent Liquid	2000	Uses a special solvent to dissolve debris that clings tight to items during excavation.
Giga	3000	This mechanical device can be used for automated mineral excavation.

SECURITY CENTER

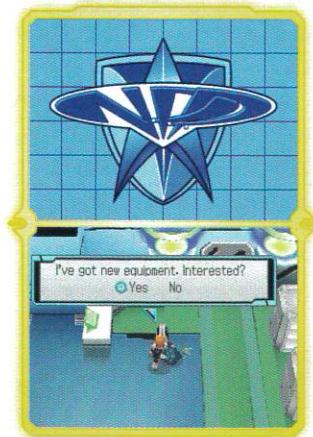
The Security Center inside HQ on Kollin sells items that Rallen can equip for battle that make him a more powerful opponent and help protect him from damage. The following are the items sold there:

Security Center Inventory

Gloves			
Item	Gura	Status Effect	Details
Grasp Glove	50	DEF +40	Lvl 2. Increases your defense by 40 and gives enemies a slightly heavier jolt than the basic glove.
Grip Glove	100	DEF +75	Lvl 3. Allows you to knock enemies further.
Power Glove	300	DEF +100	Lvl 4. Knocks enemies further than cheaper gloves.
Hyper Glove	500	DEF +125	Lvl 5. Does more damage than cheaper gloves.
Intense Glove	1000	DEF +145	Lvl 6. Gives enemies a punch they will not forget for a while.
Voltage Glove	1250	DEF +160	Lvl 7. A dangerous weapon that enemies should fear.
Delta Glove	1500	DEF +190	Lvl 8. Does heavy damage to any foe foolish enough to face it.
Sigma Glove	2000	DEF +220	Lvl 9. Repeated punches by this glove could be fatal to any enemy.
Omega Glove	2500	DEF +250	Lvl 10. This is a supreme battle weapon.

Swords

Heat Sword	100	ATK +20	Lvl 2. Slightly more potent than the basic sword.
Spark Sword	250	ATK +30	Lvl 3. Lets the enemy know you are no novice during battle.
Speed Sword	600	ATK +40	Lvl 4. Provides average assault power and does adequate damage.
Sabre Sword	1000	ATK +50	Lvl 5. It provides decent assault power and stuns enemies.
Plasma Sword	2000	ATK +60	Lvl 6. Its bountiful attack power makes it quite a formidable weapon.
Hyper Sword	2500	ATK +70	Lvl 7. Serious weapon and should stir grave fear in the enemy.
Delta Sword	3000	ATK +80	Lvl 8. It has heightened assault power and wreaks havoc in battle.
Sigma Sword	4000	ATK +90	Lvl 9. It's an awesome offensive weapon with cunning potency.
Omega Sword	5000	ATK +100	Lvl 10. It's the most formidable and deadly sword available.



Item	Gura	Status Effect	Details
Blasters			
Double Blaster	500	POW +5	Lvl 2. Fires two simultaneous energy balls in different directions that pin foes.
Ray Blaster	1200	POW +10	Lvl 3. Fires one high level energy shot that knocks enemies about.
Triple Blaster	4000	POW +10	Lvl 4. Fires three simultaneous energy balls in different directions that pin foes.
Homing Blaster	4000	POW +10	Lvl 5. Fires two missiles that home in on enemies.
Photon Blaster	6000	POW +15	Lvl 6. Fires one colossal energy shot that knocks enemies right off their feet.
Shatter Blaster	8000	POW +20	Lvl 7. Fires an energy shot that explodes and shatters everything in close range.
Tracking Blaster	8000	POW +20	Lvl 8. Fires one heavy duty homing missile that tracks and smacks enemies.
Hyper Blaster	8000	POW +20	Lvl 9. Fires one massive energy blast that could very well be lethal.
Rupture Blaster	10000	POW +30	Lvl 10. The most awesome blaster available. It's a nightmare for the enemy.
Suits			
Durable Suit	2500	HP +80	Lvl 2. Provides a bit more protection than the basic suit.
Armed Suit	5000	HP +100	Lvl 3. It's rather effective for protection during Krawl attacks.
Power Suit	7500	HP +100	Lvl 4. It's a must if you are fighting multiple enemies.
Scalar Suit	10000	HP +200	Lvl 5. It is a rather serious suit for the battle savvy warrior.
Scalar C Suit	12500	HP +200	Lvl 5. It has built-in Corona properties.
Scalar A Suit	12500	HP +200	Lvl 5. It has built-in Aurora properties.
Scalar F Suit	12500	HP +200	Lvl 5. It has built-in Flash properties.
Energy Suit	15000	HP +300	Lvl 6. It provides even better protection than the scalar suits.
Resist Suit	18000	HP +400	Lvl 7. It's created specifically to withstand intense enemy attacks.
Vector Suit	20000	HP +450	Lvl 8. It's designed with some of the newest armor suit technology.
Vector C Suit	25000	HP +450	Lvl 8. It's designed specifically with built-in Corona properties.
Vector A Suit	25000	HP +450	Lvl 8. It's designed specifically with built-in Aurora properties.
Vector F Suit	25000	HP +450	Lvl 8. It's designed specifically with built-in Flash properties.
Armored Gear Suit	35000	HP +500	Lvl 9. It's a superior armor with superior battle defense qualities.
Plate Gear Suit	50000	HP +550	Lvl 10. It's the best suit available. It provides ultimate battle defense.

CARD INPUT SYSTEM

When the **Upsilon Cube** is unearthed and shown to Aldous, the Card Input System feature becomes available. This will allow you to input data from Spectrobes Cards. These give you new Spectrobes and Custom Parts. If you get your hands on a Spectrobes Card and the system is unlocked, investigate the card input system in the spaceship's lower deck. Follow the instructions on the upper screen to match the four corner points of the card to the corners of the touch screen. Touch the screen through the seven holes in the card in the order indicated on the card. If the code you input is correct, you receive Spectrobes or Custom Parts, minerals or Cubes.

You can input the same card a maximum of four times. This means you can only obtain four of the same Spectrobes from a single card. Some cards are only able to be inputted once. And some cards cannot be input until you have reached a certain point in the game.



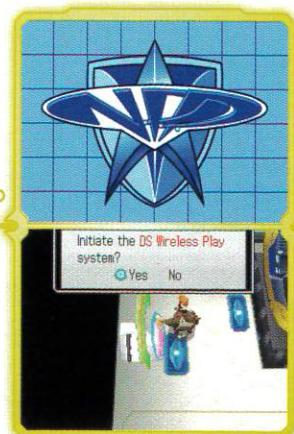
DS WIRELESS PLAY

Finding the **Sigma Cube** and allowing Aldous to inspect it will unlock DS Wireless Play. The console then appears in the lab on your spaceship. Access its control panel activate this feature. This allows you to enjoy the Exchange, VS Battle, and Matchmake Battle features of the game.



EXCHANGE

You can trade Spectrobes, Fossils or Custom Parts with your friends. You can trade Spectrobes for Spectrobes, Fossils for Fossils and so on. All exchanges are one-to-one only.



VS BATTLE

This allows you to battle against your friends in a one-on-one fight. The first person to win the specified number of battles is the winner. You can turn off the use of Items and Ultimate Forms to change up the battles.



US MATCHMAKE BATTLE

One person acts as the "Master" who is hosting a Communication Battle Championship. The Master cannot complete in the battle but sets the rules for the battles, chooses the battle setup, and determines the winner. The Master gathers fighters and sets battle rules then determines the setup. Contenders battle one-on-one. And those without opponents wait for a winner. When the set number of battles have been fought, the Master chooses the best three to go forward to the championship. The winner of the Championship wins the battle.

NINTENDO WI FI CONNECTION

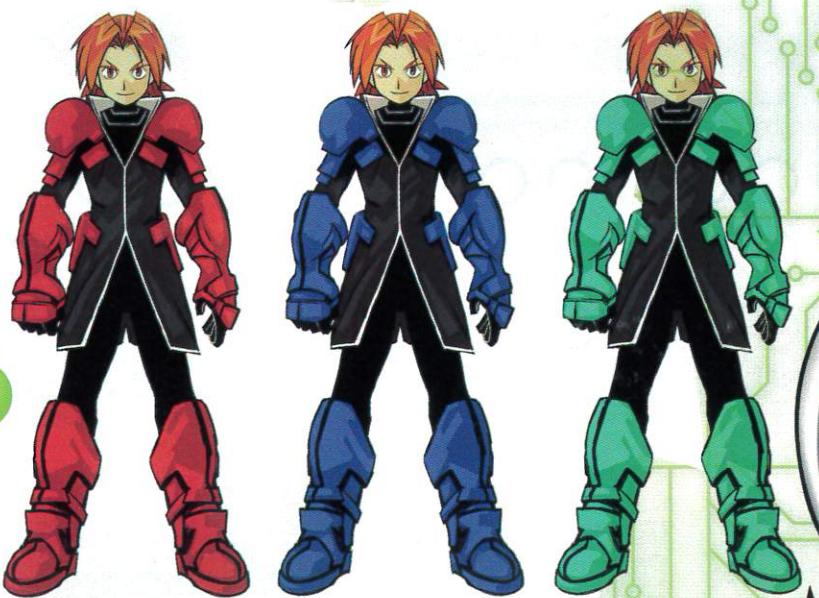
When you find and deliver the Tau Cube to Aldous, the Nintendo Wi-Fi Connection feature is unlocked. The console appears in the lab on your spaceship. Approach it and activate it. Using Nintendo WFC, you can connect to the internet and download things such as new Spectrobes, video clips, and Custom Parts. You can upload and register your scores from the layer battles and your battle Spectrobes and items to the Spectrobes.com ranking site.



CHARACTERS

RALLEN

Rallen is a young, ambitious Nanairo Planetary Patrol officer. He is a skilled pilot who is always ready to take on a challenge. At times, his eagerness to get into the thick of things gets him into trouble, but his courage and sense of duty are well known by his superiors. No one is sure why, but Rallen is the only one who is able to operate the Prizmod.



JEENA

Jeena is Rallen's partner on the Nanairo Planetary Patrol. She is a communications and research specialist. Her expertise is useful on missions where data on ancient relics and technologies is collected. While Rallen is in the field, Jeena is able to relay critical information that helps him train his allied Spectrobes and counter enemy attack by the relentless Krawl.



ALDOUS

His home planet was attacked by the Krawl and his scientific curiosity led him to develop a device that could harness the power of the Spectrobes to counter the Krawl threat. Aldous is the key to defeating the Krawl.

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COMMANDER GRANT

The Commander is the head of the Nanairo Planetary Patrol and is Rallen and Jeena's supervisor. He oversees the safety patrols of the Nanairo system's five inner planets from the NPP HQ on the planet Kollin. It's unclear why he's taken a personal interest in Rallen and Jeena's latest assignment but he probably knows a lot more than he's willing to reveal.



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SPECTROBE LIST

In the Spectrobe List you will find all the information you ever wanted to know about your Spectrobes. Make sure to check out the "Stat Descriptions" below to understand the data provided with each Spectrobe.



STAT DESCRIPTIONS

Stat Name	Descriptions
HP Base	Base Hit Points when the Spectrobe is at level 1.
HP Max	The Spectrobe's maximum Hit Point value.
HP Increment	Amount in which HP value increases each time HP levels grow by 1 level.
HP Minergy	Amount of minergy required to fill the HP minergy gauge once (causing a level-up)
ATK Base	Same as above, but for Attack
ATK Max	Same as above, but for Attack
ATK Increment	Same as above, but for Attack
ATK Minergy	Same as above, but for Attack
DEF Base	Same as above, but for Defense
DEF Max	Same as above, but for Defense
DEF Increment	Same as above, but for Defense
DEF Minergy	Same as above, but for Defense
Search Range	Represents the size of the search range circle for the Spectrobe (1-7).
Search Type	Kinds of objects this Spectrobe can detect when searching.

EVOLVE TIME DESCRIPTIONS

Evolve Time	Amount of Incubation time required to evolve
0	15 seconds
1	3 min
2	10 min
3	15 min
4	30 min
5	45 min
6	60 min
7	90 min (1.5 hr)
8	120 min (2 hr)
9	150 min (2.5 hr)
10	180 min (3 hr)
11	210 min (3.5 hr)
12	240 min (4 hr)
13	300 min (5 hr)
14	360 min (6 hr)
15	480 min (8 hr)

EVOLVE REQUIREMENTS DESCRIPTIONS

Evolve Requirement	Denotes an extra requirement for evolving:
0	None (only time)
1	Overall Level must be above a certain amount
2	HP must be above a certain amount
3	ATK must be above a certain amount
4	DEF must be above a certain amount
Requirement Value	If 1-4 is specified for Evolve Requirement, this is the value that must be reached.



VILAR

Vilar has a hard shell constructed of external skeletal pieces. He resembles a green caterpillar. He has standard search capabilities and is rather easy to control.

BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT
Red	Corona	Child	70	125	8
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE
20	60	115	8	25	100
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE	
180	10	20	4	ALL	
EVOLVE TIME	EVOLVE REQUIREMENT	REQUIREMENT VALUE			
3	0	0			
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE
4	0	0	0	0	0



SEGU

Segu is encased in a brittle shell of armor. He likes to play tricks on other creatures by making them think he's an egg. He's a little shy, but he's also a real prankster.

BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT
Light Green	Aurora	Child	50	95	4
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE
15	50	100	5	20	90
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE	
160	8	20	3	ALL	
EVOLVE TIME	EVOLVE REQUIREMENT	REQUIREMENT VALUE			
4	0	0			
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE
4	0	0	0	0	0



VILAMASTA

Vilamasta's primary weapon is the sharp set of horns atop his head. They give him great close range battle abilities. He also has a hard exoskeleton for protection.

ATTACK:	GOREBASH					
CH Cost: 1.	Vilamasta jabs his horns into the ground and creates a shockwave that damages the enemy.					
BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT	
Red	Corona	Adult	115	365	11	
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE	
45	110	280	9	45	162	
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE		
465	11	45	0	None		
EVOLVE TIME	EVOLVE REQUIREMENT	REQUIREMENT VALUE				
8	1	48				
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE	
3	3	0	2	-1	0	



SEGULOS

A defense Spectrobe with large shoulder shields used for protection during battle and weapons when he attacks enemies.

ATTACK:	GYROSTRIKE					
CH Cost: 1.	Segulos rotates with fierce speed and then bashes into his opponent.					
BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT	
Light Green	Aurora	Adult	85	340	14	
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE	
45	90	225	7	45	145	
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE		
425	13	45	0	None		
EVOLVE TIME	EVOLVE REQUIREMENT	REQUIREMENT VALUE				
7	4	380				
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE	
3	3	0	1	0	0	



VILANOX

Vilanox is equipped with a huge mobile cannon. He's a defense Form Spectrobe, providing great protection during battle. He also has great offensive skills.

ATTACK:	RAMCANNON					
CH Cost: 1.	Vilanox charges his foe and rams them with point-blank bash attack.					
BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT	
Red	Corona	Evolved	330	680	12	
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE	
100	255	550	10	100	420	
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE		
780	12	90	0	None		
EVOLVE TIME	EVOLVE REQUIREMENT	REQUIREMENT VALUE				
0	0	0				
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE	
3	4	0	2	-1	0	



SEGULARA

Segulara has intense electrical currents running through his body that he uses as a weapon during battle. He uses this same electricity as a defense barrier.

ATTACK:	ELECTRIFY					
CH Cost: 2.	Segulara releases a high-voltage bolt of energy that shocks foes.					
BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT	
Light Green	Aurora	Evolved	306	730	16	
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE	
85	202	480	10	100	385	
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE		
780	15	100	0	None		
EVOLVE TIME						

**HARUMI**

Harumi uses his big claws to dig up minerals buried in the ground to eat. He usually eats until he's full and then lets a huge burp. He also has a developed sense of touch.

BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT
Violet	Flash	Child	45	90	7
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE
15	50	95	6	25	120
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE	
200	10	15	7	MINERALS	
EVOLVE TIME	EVOLVE REQUIREMENT	REQUIREMENT VALUE	5	4	175
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE
4	0	0	0	0	0

**SPIKO**

Spiko has thick hair all over his body. However, it's actually softer than it looks. He uses the hammer attached to his tail to bust open rocks when searching for minerals.

BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT
Viridian	Aurora	Child	65	140	8
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE
35	75	175	10	25	30
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE	
95	8	35	3	ALL	
EVOLVE TIME	EVOLVE REQUIREMENT	REQUIREMENT VALUE	5	3	120
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE
4	0	0	0	0	0

**NAGU**

Nagu is pretty laidback and usually just floats around in the air. He stays airborne by using two fin-like wings. His solitary eye looks like a colorfully painted lens.

BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT
Blue	Flash	Child	65	115	7
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE
20	70	155	8	15	75
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE	
125	7	30	6	FOSSILS	
EVOLVE TIME	EVOLVE REQUIREMENT	REQUIREMENT VALUE	6	0	0
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE
4	0	0	0	0	0

**INKANA**

Inkana is a guard Form Spectrope. He fuels himself with energy derived from magma. His hard fossil-like shell serves as excellent defense against attacks.

BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT
Red	Corona	Child	40	75	5
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE
25	70	125	7	15	95
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE	
175	10	40	5	ALL	
EVOLVE TIME	EVOLVE REQUIREMENT	REQUIREMENT VALUE	5	4	140
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE
3	0	0	0	0	0

**HARUMITE**

Harumite has two thorn-like prongs attached to his body and scissor-like pincers that make suitable weapons. Defense skills are his specialty.

ATTACK:					
ROTORAZOR					
CH Cost: 1. Harumite rapidly rotates, rises into the air and crashes into enemies.					
BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT
Violet	Flash	Adult	81	330	10
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE
30	85	265	7	50	180
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE	
430	12	50	0	None	
EVOLVE TIME	EVOLVE REQUIREMENT	REQUIREMENT VALUE	8	4	400
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE
4	4	0	1	0	0

**SPIKAN**

Spikan is a very useful power Form Spectrope. His specialty is close-range combat. When he flicks his flexible mace-like tail, he can do incredibly destructive damage.

ATTACK:					
HAMMERLASH					
CH Cost: 1. Spikan whips enemies with his tail and then emits three shockwaves.					
BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT
Viridian	Aurora	Adult	125	420	15
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE
55	155	360	12	60	85
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE	
280	10	50	0	None	
EVOLVE TIME	EVOLVE REQUIREMENT	REQUIREMENT VALUE	7	3	320
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE
4	3	1	0	0	0

**NAGURYU**

Naguryu attacks with an intense barrage of combination punches. He's a power type Spectrope and a very dependable ally. He moves by darting along low to the ground.

ATTACK:					
NAGUNOKK					
CH Cost: 1. Naguryu sneaks up on his foe and then deals a heavy one-two punch!					
BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT
Blue	Flash	Adult	108	390	13
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE
40	140	320	10	40	110
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE	
300	9	50	0	None	
EVOLVE TIME	EVOLVE REQUIREMENT	REQUIREMENT VALUE	9	1	48
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE
4	3	0	0	0	0

**INKANAPA**

Inkanapa is an extremely robust Spectrope. He uses his weight to ram into enemies. He's also able to battle enemies with his shoulder flame throwers.

ATTACK:					
PYRABATH					
CH Cost: 1. Inkanapa shoots flames from the torches he has on both shoulders.					
BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT
Red	Corona	Adult	67	300	10
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE
45	112	255	9	40	158
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE	
445	12	50	0	None	
EVOLVE TIME	EVOLVE REQUIREMENT	REQUIREMENT VALUE	9	4	350
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE
3	4	1	0	0	0

**HARUMITEY**

Harumitey has two large claws that he uses to scare and fend off enemies. His shell guards his body well. He's a very well balanced ally and quite easy to control.

ATTACK:					
FURYFLASH					
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DONGOR

Dongor is a fairly quiet Spectrope. He obeys orders without question. He likes to get around by curling into a ball and rolling from place to place.

BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT
Orange	Corona	Child	150	220	10
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE
40	67	130	10	40	70
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE	
118	8	35	4	ALL	
EVOLVE TIME	EVOLVE REQUIREMENT	REQUIREMENT VALUE	6	2	200
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE
4	0	0	0	0	0

BARTOR

Bartor likes to live in the woods. He uses his propeller-like tail to cut down bushes and twigs that he uses to make nests. He has a hard shell that provides fine protection.

BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT
Viridian	Aurora	Child	48	90	7
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE
25	100	138	5	25	50
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE	
120	11	35	3	ALL	
EVOLVE TIME	EVOLVE REQUIREMENT	REQUIREMENT VALUE	5	1	15
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE
4	0	0	0	0	0

DONGORA

Dongora is a power Form Spectrope with a very bulky, heavy body. His specialty is charging enemies and knocking them back using the mighty horns he has on his head.

ATTACK:

DONGORAM

CH Cost: 2. Dongora charges forward and thrusts his two horns at his foe.

BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT
Orange	Corona	Adult	195	560	16
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE
65	117	275	8	65	107
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE	
298	10	45	0	None	
EVOLVE TIME	EVOLVE REQUIREMENT	REQUIREMENT VALUE	12	2	470
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE
4	4	0	0	0	0

BARTOLOR

Bartolor may be a power Form Spectrope, but he also has superb defense capabilities. He attacks enemies by ramming them with his sharp horns and massive body.

ATTACK:

GYRASPIKE

CH Cost: 2. Bartolor rolls up into a spiky ball and then bounds into enemies.

BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT
Viridian	Aurora	Adult	82	345	14
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE
45	125	288	9	55	115
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE	
360	12	55	0	None	
EVOLVE TIME	EVOLVE REQUIREMENT	REQUIREMENT VALUE	7	1	50
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE
3	3	1	1	0	0

DONGIGA

Dongiga is one of the heaviest Spectrobes of all. He uses his mungo body to make shock waves that repel enemies. He can also spit colossal magma balls at foes.

ATTACK:

MAGMALOOCHE

CH Cost: 1. Dongiga coughs up a massive magma-like blob at his enemies.

BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT
Orange	Corona	Evolved	515	950	17
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE
100	247	585	12	100	267
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE	
700	16	100	0	None	
EVOLVE TIME	EVOLVE REQUIREMENT	REQUIREMENT VALUE	0	0	0
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE
4	7	0	0	0	2

BARTOLOSA

Bartolosa looks like a cannon and moves like one too. He's a power Form Spectrope with incredible strength. He uses his shields and whopper horn to attack enemies.

ATTACK:

REVOWRECK

CH Cost 2. Bartolosa rotates at awesome speeds and strikes into his foes.

BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT
Viridian	Aurora	Evolved	311	625	11
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE
100	260	600	12	100	325
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE	
690	13	100	0	None	
EVOLVE TIME	EVOLVE REQUIREMENT	REQUIREMENT VALUE	0	0	0
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE
5	3	2	0	0	0

ROI

Aoi sails through the sky with excellent speed and skill. He's very intelligent and when he finds fossils or minerals, he spins in circles at high speed.

BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT
Blue	Flash	Child	50	95	7
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE
25	60	120	8	25	25
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE	
75	7	25	5	ALL	
EVOLVE TIME	EVOLVE REQUIREMENT	REQUIREMENT VALUE	3	0	0
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE
4	0	0	0	0	0

KOMAINU

Komainu has extremely advanced intuition which makes him quite useful when searching. He's a truly faithful ally and loves having his soft curly ears petted.

BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT
Red	Corona	Child	120	200	10
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE
25	65	125	7	35	55
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE	
105	7	35	3	ALL	
EVOLVE TIME	EVOLVE REQUIREMENT	REQUIREMENT VALUE	4	1	10
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE
4	0	0	0	0	0

KASUMI

Kasumi is absolutely weightless. He drifts through the air like smoke. He has a friendly nature, enjoys being around people, and really likes magnetic places and things.

BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT
Magenta	Flash	Child	53	92	6
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE
15	70	140	9	15	44
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE	
99	8	20	6		FOSSES
EVOLVE TIME	EVOLVE REQUIREMENT	REQUIREMENT VALUE	6	0	0
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE
4	0	0	0	0	0

**KASUMITE**

Kasumite is a unique Spectrobes. He weighs nothing and is able to float around in the sky. He is able to wield a magical attack that he uses to knock his enemies out.

ATTACK:

TRAPSPLAT

CH Cost: 2. Kasumite's sashes emit rays that encase his foes and then explode.

BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT
Magenta	Flash	Adult	85	330	12
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE
40	124	314	9	40	89
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE	
294	9	40	0		None
EVOLVE TIME	EVOLVE REQUIREMENT	REQUIREMENT VALUE	11	2	200
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE
4	5	0	0	0	1

**KASUMITE**

Kasumite is a unique Spectrobes. He weighs nothing and is able to float around in the sky. He is able to wield a magical attack that he uses to knock his enemies out.

ATTACK:

VIGAJABA

CH Cost: 1. Samurite spooks his foes with his arm blades then emits a shockwave.

BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT
Violet	Flash	Adult	150	460	14
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE
65	125	295	8	65	170
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE	
400	12	65	0		None
EVOLVE TIME	EVOLVE REQUIREMENT	REQUIREMENT VALUE	12	1	50
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE
3	4	1	1	0	0

**KASUMIRE**

Kasumire is a mystical Spectrobes. He can issue incantations that haunt and daze his foes. He can also command his three soldiers to carry out offensive attacks.

ATTACK:

VILEPILE

CH Cost: 1. Kasumire causes a hefty explosion under the feet of his unlucky foe.

BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT
Magenta	Flash	Evolved	300	650	8
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE
80	274	545	10	80	264
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE	
594	13	90	0		None
EVOLVE TIME	EVOLVE REQUIREMENT	REQUIREMENT VALUE	0	0	0
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE
5	5	0	-2	0	2

**SAMUGEKI**

Samugeki is a dignified Spectrobes. He has a potent gaze that warns enemies to stay out of his way. He can fire rays of light from his arms that have ruinous effects.

ATTACK:

REVODARTA

CH Cost: 1. Samugeki fires mixed arrows at his foe then fires one final big spear.

BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT
Violet	Flash	Evolved	415	875	16
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE
100	265	530	9	100	360
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE	
760	14	100	0		None
EVOLVE TIME	EVOLVE REQUIREMENT	REQUIREMENT VALUE	0	0	0
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE
5	3	1	1	0	0

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ATTACK:

REVODARTA

CH Cost: 1. Samugeki fires mixed arrows at his foe then fires one final big spear.

BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT
Violet	Flash	Evolved	415	875	16
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE
100	265	530	9	100	360
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE	
760	14	100	0		None
EVOLVE TIME	EVOLVE REQUIREMENT	REQUIREMENT VALUE	0	0	0
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE
5	3	1	1	0	0

**SAMUGEKI**

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ATTACK:

REVODARTA

CH Cost: 1. Samugeki fires mixed arrows at his foe then fires one final big spear.

BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT
Violet	Flash	Evolved	415	875	16
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE
100	265	530	9	100	360
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE	
760	14	100	0		None
EVOLVE TIME	EVOLVE REQUIREMENT	REQUIREMENT VALUE	0	0	0
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE
5	3	1	1	0	0

**SAMUGEKI**

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ATTACK:

REVODARTA

CH Cost: 1. Samugeki fires mixed arrows at his foe then fires one final big spear.

BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT
Violet	Flash	Evolved	415	875	16
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE
100	265</td				

**DANAWA**

Danawa is a support Spectrobes with superior search capabilities. His body is hollow and he's very light. He's a priceless ally when it comes to excavating buried items.

BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT	
Yellow	Corona	Child	135	215	8	
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE	
25	45	105	10	25	70	
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE		
130	7	30	6	ALL		
EVOLVE TIME	EVOLVE REQUIREMENT	REQUIREMENT VALUE				
5	2	180				
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE	
4	0	0	0	0	0	

**TENKRO**

Tenkro has wings, but he hasn't learned how to fly yet. The four red crystals on his chest possess amazing powers, but he won't realize it until he gets a bit older.

BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT	
Red	Corona	Child	70	115	5	
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE	
15	30	135	10	30	45	
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE		
108	8	30	3	ALL		
EVOLVE TIME	EVOLVE REQUIREMENT	REQUIREMENT VALUE				
7	1	15				
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE	
4	0	0	0	0	0	

**MOSSARI**

Mossari is one of the rarest Spectrobes of all. He looks tired and lazy, but many say that's just a disguise he maintains until he needs to do battle.

BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT	
Violet	Flash	Child	40	80	8	
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE	
15	50	115	8	15	35	
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE		
82	8	15	4	ALL		
EVOLVE TIME	EVOLVE REQUIREMENT	REQUIREMENT VALUE				
3	1	12				
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE	
3	0	0	0	0	0	

**MESA**

Mesa is another of the extremely rare Spectrobes. He's said to have excellent battle and recovery capabilities. He may be a child, but he's very brave and very bold.

BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT	
Orange	Corona	Child	80	150	9	
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE	
25	75	150	8	25	70	
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE		
118	8	25	4	ALL		
EVOLVE TIME	EVOLVE REQUIREMENT	REQUIREMENT VALUE				
6	1	15				
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE	
4	0	0	0	0	0	

**DANAPIX**

Danapix can emit a huge shockwave perfect for long range attacks. His rotating Voltabolt attack is also extremely effective. He's a fine ally to have during battle.

ATTACK:						
VOLTABOLT						
CH Cost: 2. Danapix causes a brutal shockwave with extensive destructive range.						
BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT	
Yellow	Corona	Adult	194	550	14	
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE	
45	95	245	6	45	117	
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE		
340	10	50	0	None		
EVOLVE TIME	EVOLVE REQUIREMENT	REQUIREMENT VALUE				
9	2	500				
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE	
4	6	0	1	0	1	

**SENKRO**

Senkro is a nimble, agile Spectrobes. His Jogjibjab attack is very hard to even see. He runs straightforward and then emits a shock wave that damages distant enemies.

ATTACK:						
JOGJIBJAB						
CH Cost: 3. Senkro rushes his enemy and cuts loose with a violent punch combo.						
BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT	
Red	Corona	Adult	103	425	14	
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE	
40	120	300	10	55	98	
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE		
321	10	55	0	None		
EVOLVE TIME	EVOLVE REQUIREMENT	REQUIREMENT VALUE				
11	1	50				
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE	
4	4	0	0	1	0	

**MOSSARITO**

Mossarito is an extremely rare recovery Spectrobes and very little is known about him. It's said that he uses his long trunk as a weapon to attack enemies during battle.

ATTACK:						
NOSEBLOWS						
CH Cost: 3. Mossarito jumps into the air then whips his enemy with his huge nose.						
BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT	
Violet	Flash	Adult	72	320	12	
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE	
35	103	294	8	35	73	
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE		
280	9	35	0	None		
EVOLVE TIME	EVOLVE REQUIREMENT	REQUIREMENT VALUE				
6	1	50				
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE	
4	2	0	-1	0	-1	

**DANAPHANT**

Danaphant is a massive recovery Spectrobes. The ancients used him mainly for defense and excavation. However, he can also use his huge body to attack enemies if needed.

ATTACK:					
RIPPLERIP					
CH Cost: 3. Danaphant rises into the air then does a shockwave ground pound.					

**WINDORA**

Windora possesses the power to materialize out of thin air. He drifts through the air like the wind and is always accompanied by a breeze. Very little is known of him.

ATTACK:

BICYCLONE

CH Cost: 2. Windora spawns two cyclones on his shoulders that blow away his foes.

BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT
Viridian	Aurora	Evolved	180	880	15
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE
100	140	600	9	100	180
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE	
800	12	100	0	None	
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE
7	5	2	0	2	0

**TINDERA**

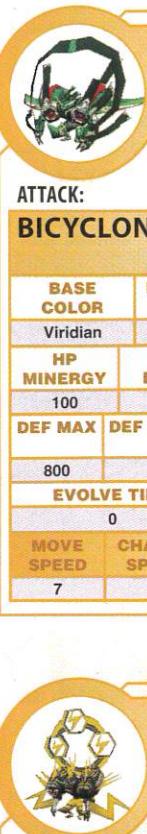
Tindera is often called the king of flames. His body is formed of the fires of Genshi. Legend has it that the two swords he wields can annihilate anything they touch.

ULTIMATE FORM**LARRUP**

Larrup is the czar of destruction. The hammer he wields pulverizes anything it descends upon. There is no foe that can withstand his catastrophic might and force.

ULTIMATE FORM**ARTEZZA**

Artezza is arctic cold incarnate. He could freeze entire oceans if he so desired. He has frigid ice crystals on his body that can turn foes into feeble ice statues.

ULTIMATE FORM**THUNDORA**

Thundora is said to have the power to manipulate lightning. He's only ever been seen a handful of times. He's said to be a battle maestro, but this is only speculation.

ATTACK:

VOLTRONICA

CH Cost: 1. Thundora generates energy in his shoulder drums then fries his foes.

BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT
Yellow	Corona	Evolved	210	900	18
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE
100	150	620	9	100	170
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE	
770	12	100	0	None	
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE
5	7	2	0	0	2

**ZORNA**

Zorna is the tornado mikado and he wields the power of ruthless winds. He has exceptional intelligence and a mere flick of his jeweled fan can produce a deadly gust of wind.

ULTIMATE FORM**VOLTORN**

Volturn is the master of magnetism. He's a massive creature with untold powers. He can emit a single wave of magnetic energy in all directions that razes anything in its path.

ULTIMATE FORM**SHULLA**

Shulla is shrouded in a noxious fog of ferocity. His toxic spell can send enemies to eternal sleep and his sword-sharp wings can repel even the most conditioned enemies.

ULTIMATE FORM**VILAKROMA**

Vilakroma is a rare and unique mutant Spectrope. He's basically a mobile canon. His shell is constructed of hard metal which gives him superior defense abilities.

ATTACK:

JAMCANNON

CH Cost: 1. Vilakroma charges into his enemies then fires a bold point blank blow.

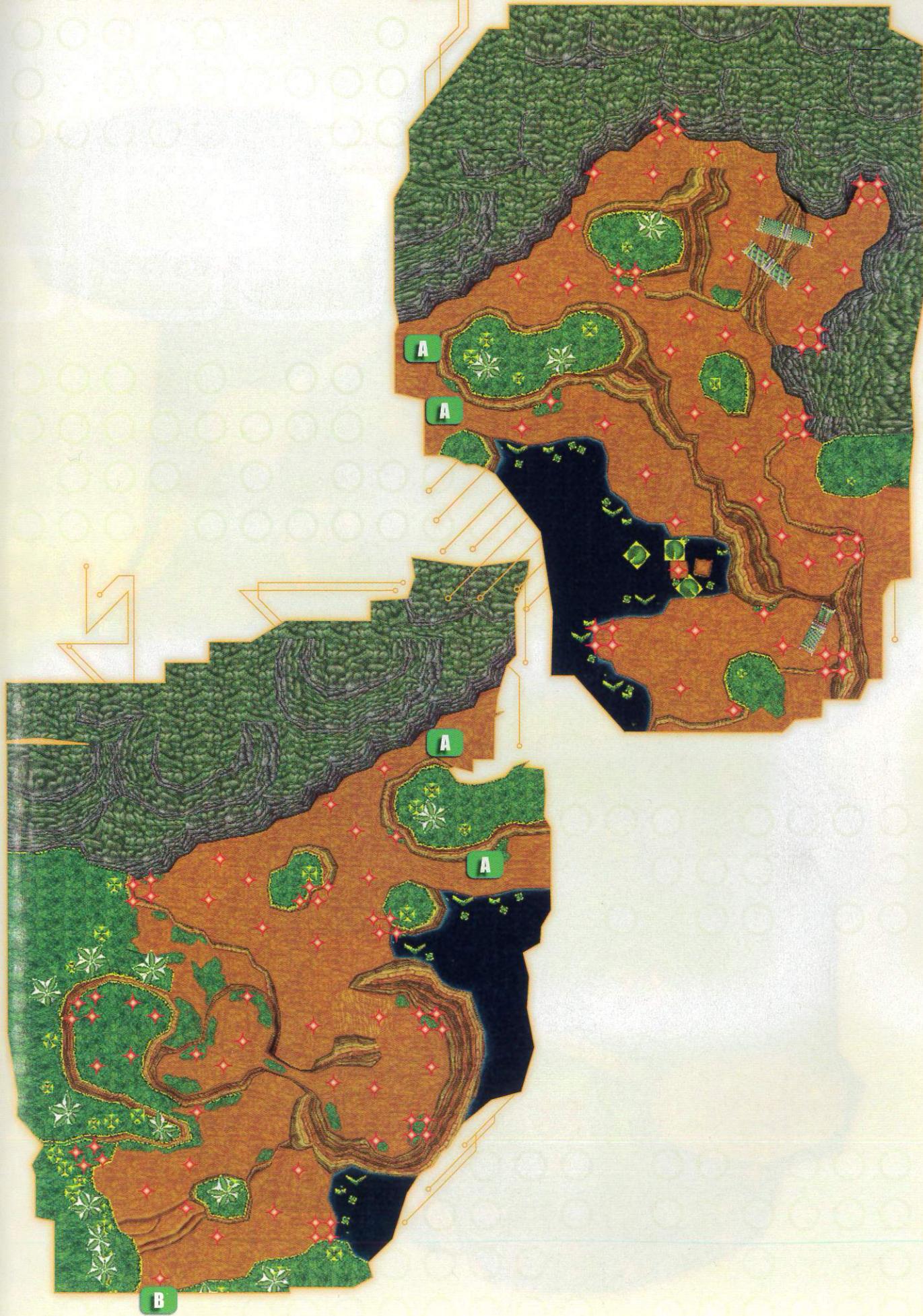
BASE COLOR	PROPERTY	FORM	HP BASE	HP MAX	HP INCREMENT
Red metal	Corona	Evolved	150	700	12
HP MINERGY	ATK BASE	ATK MAX	ATK INCREMENT	ATK MINERGY	DEF BASE
100	130	580	8	100	200
DEF MAX	DEF INCREMENT	DEF MINERGY	SEARCH RANGE	SEARCH TYPE	
820	13	100	0	None	
MOVE SPEED	CHARGE SPEED	SUPPORT ATK	SUPPORT DEF	SUPPORT SPEED	SUPPORT CHARGE
3	4	1	2	0	0

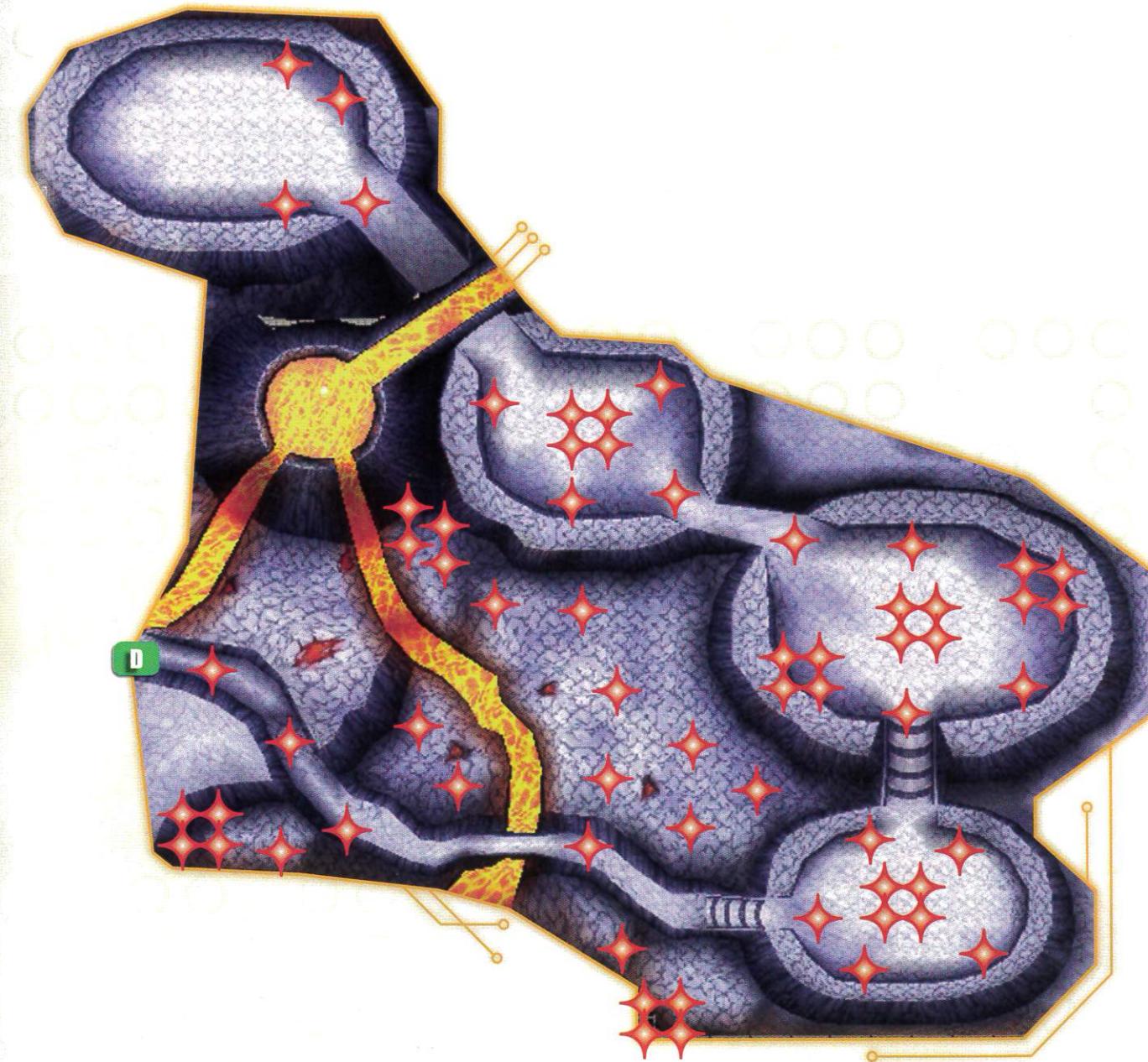
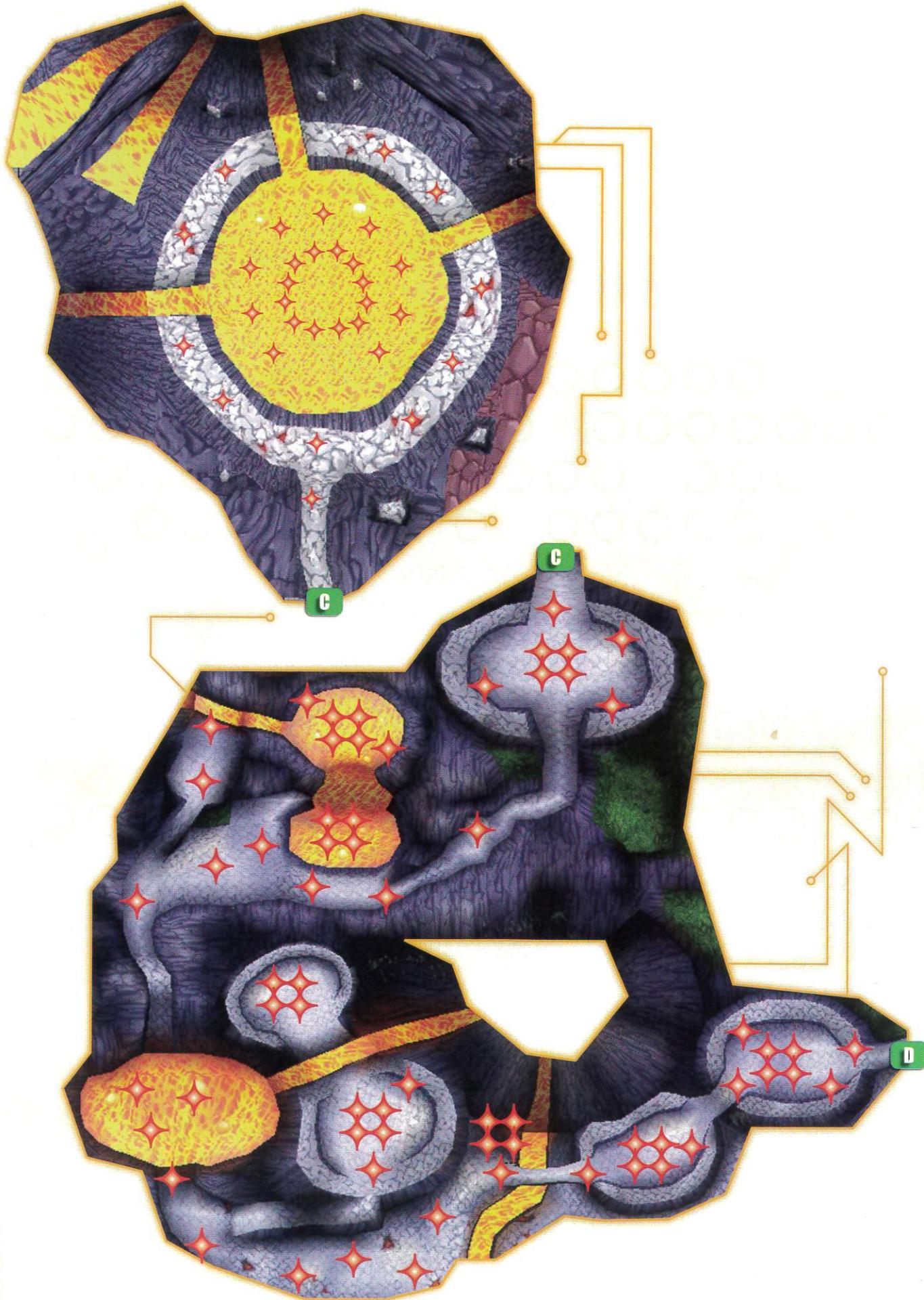
**FULVINA**

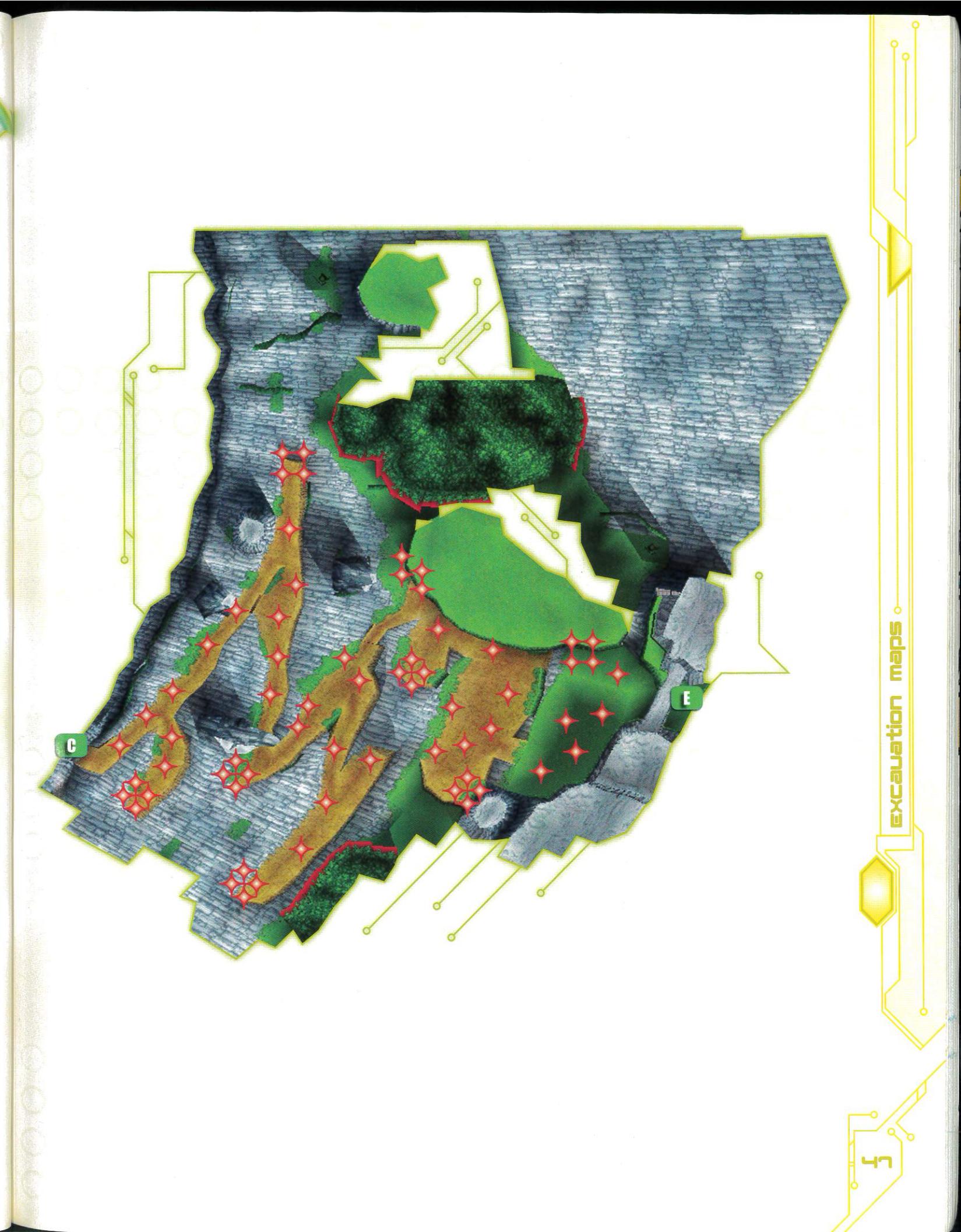
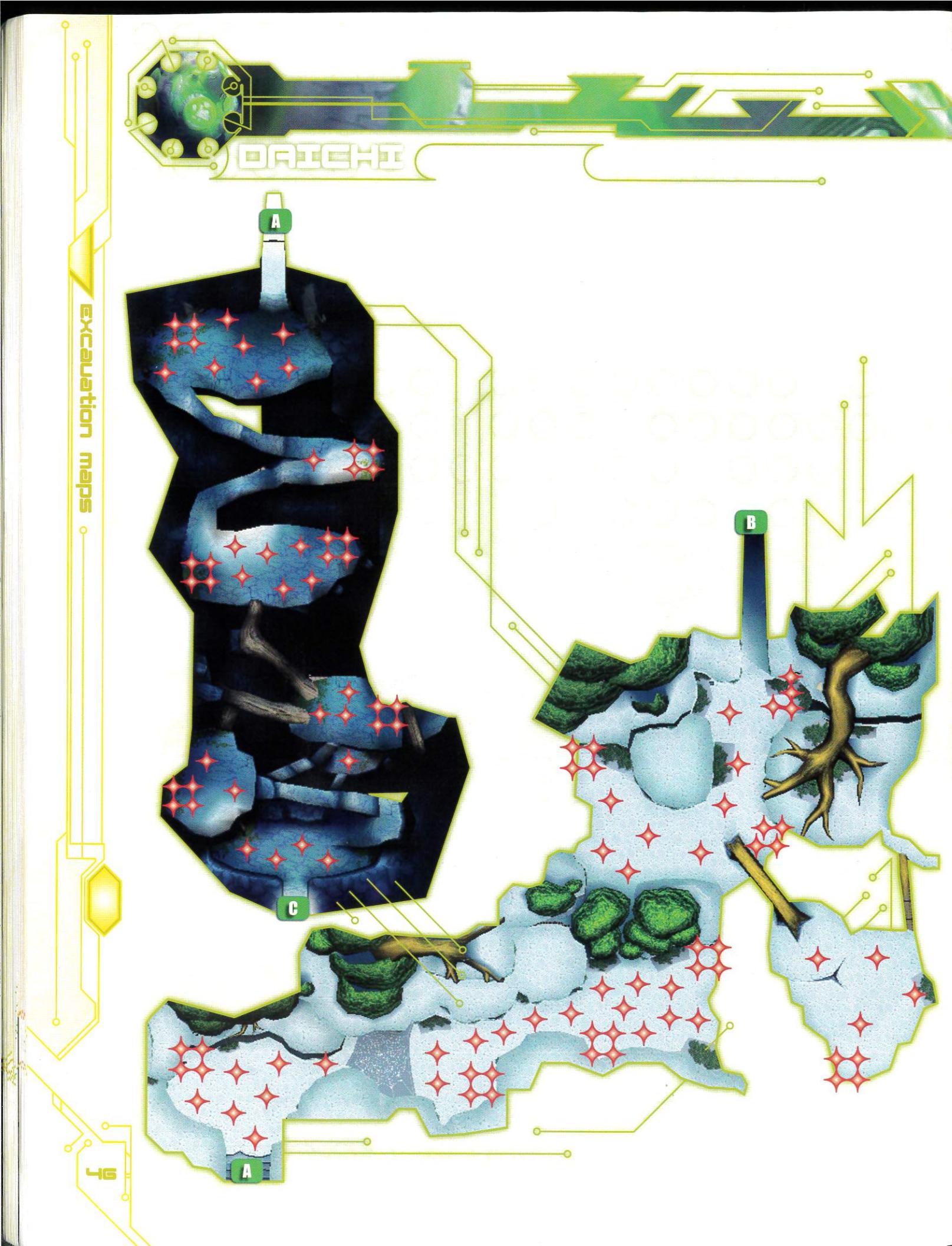
Fulvina evolved from lightning and his lance can manipulate thunder. His roar sends fear up the spine of any enemy and his lance can lay waste to entire battle scenes.

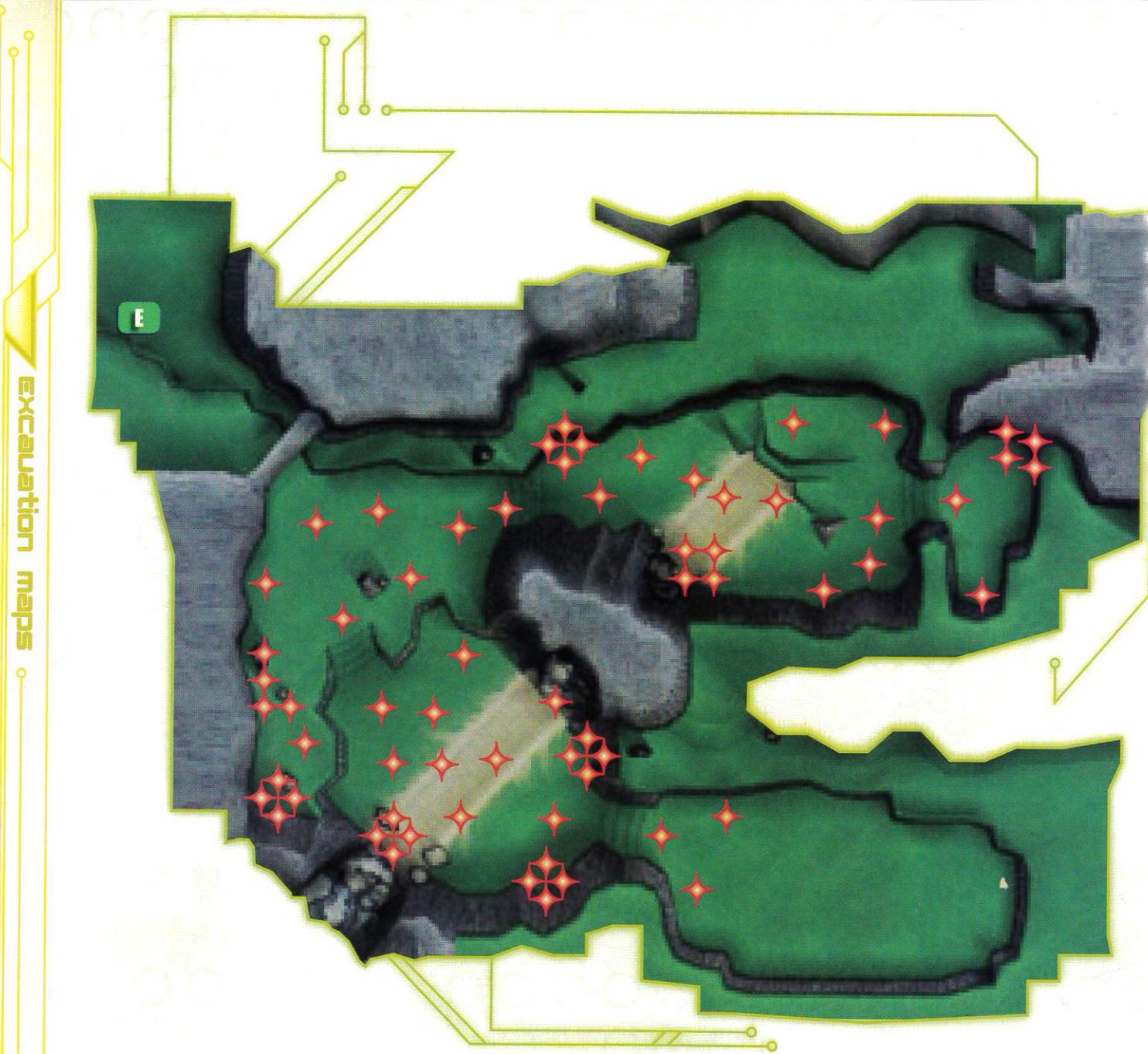
ULTIMATE FORM

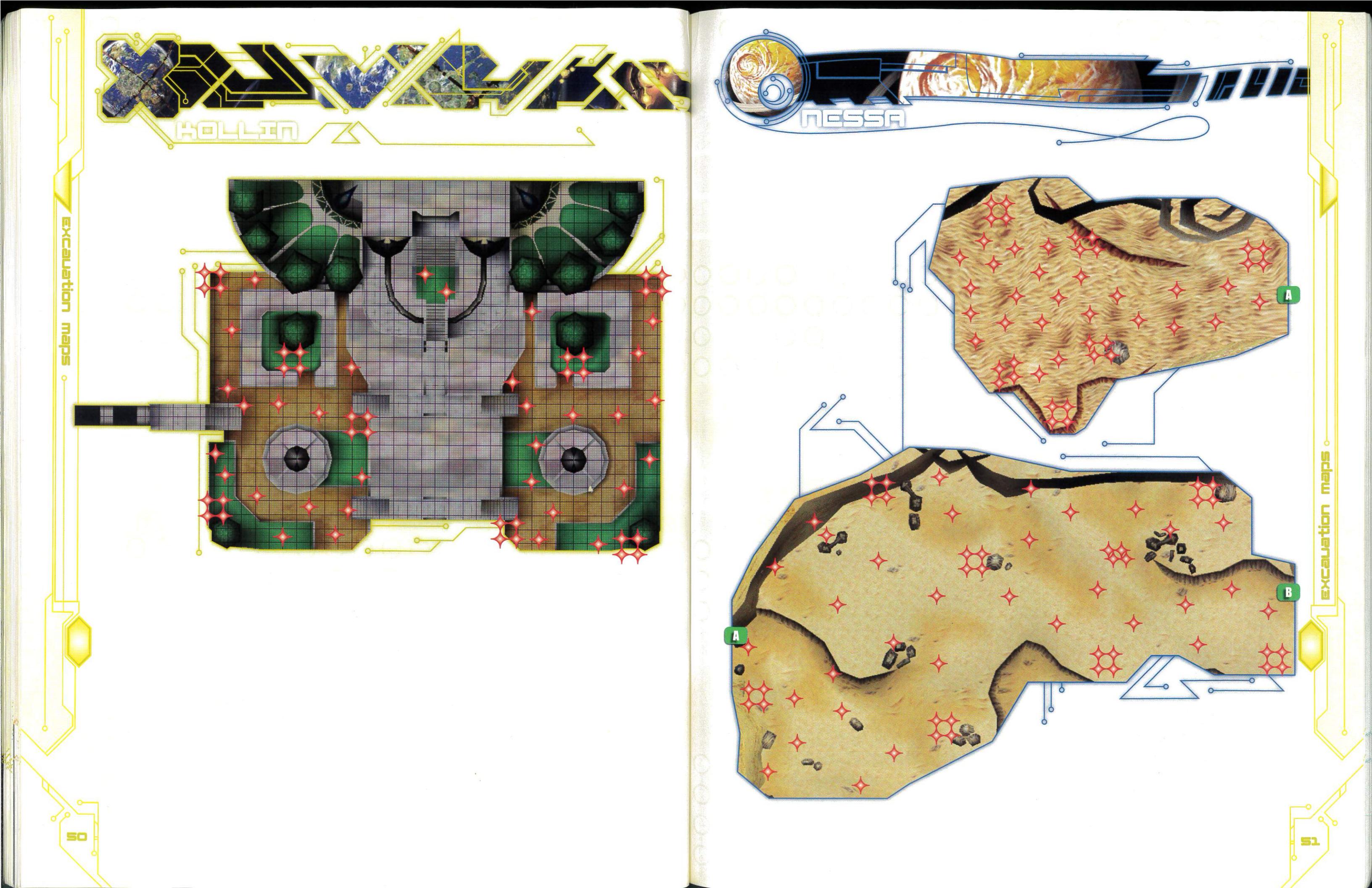
EXCAVATION MAPS



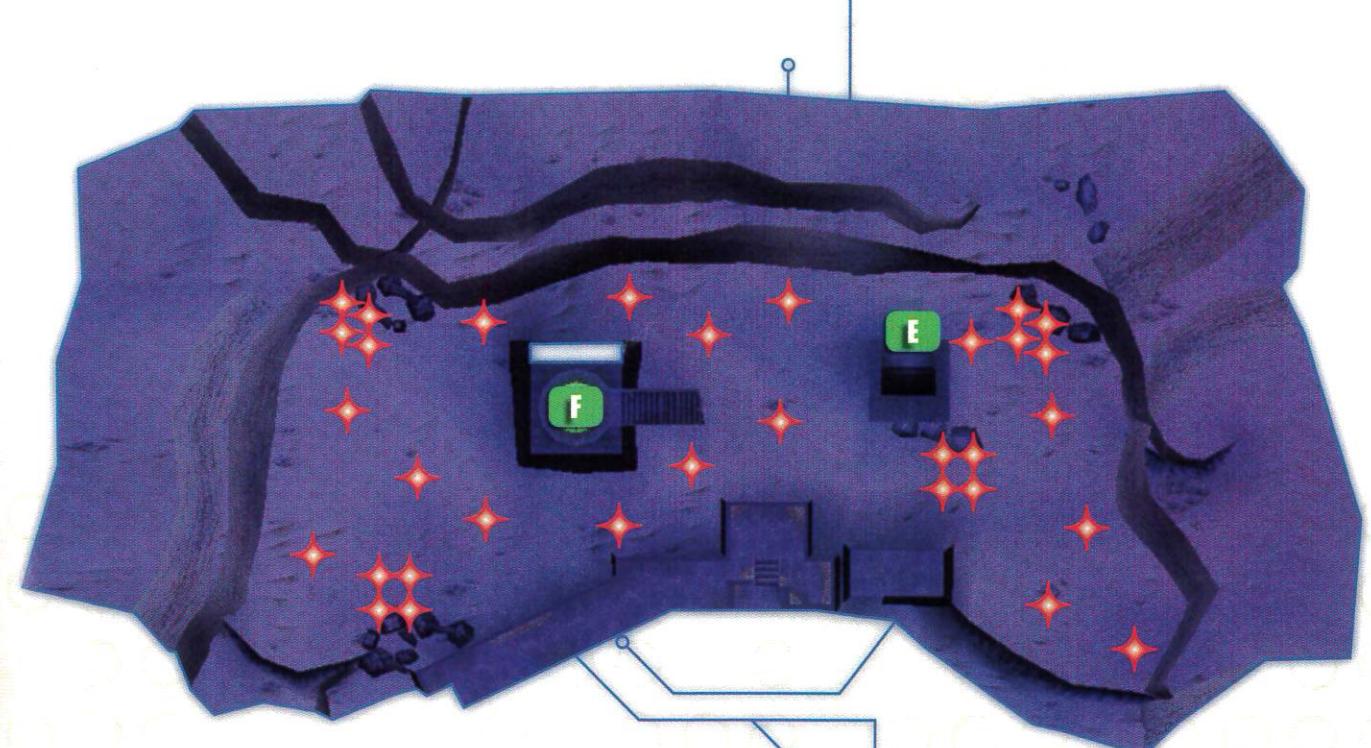
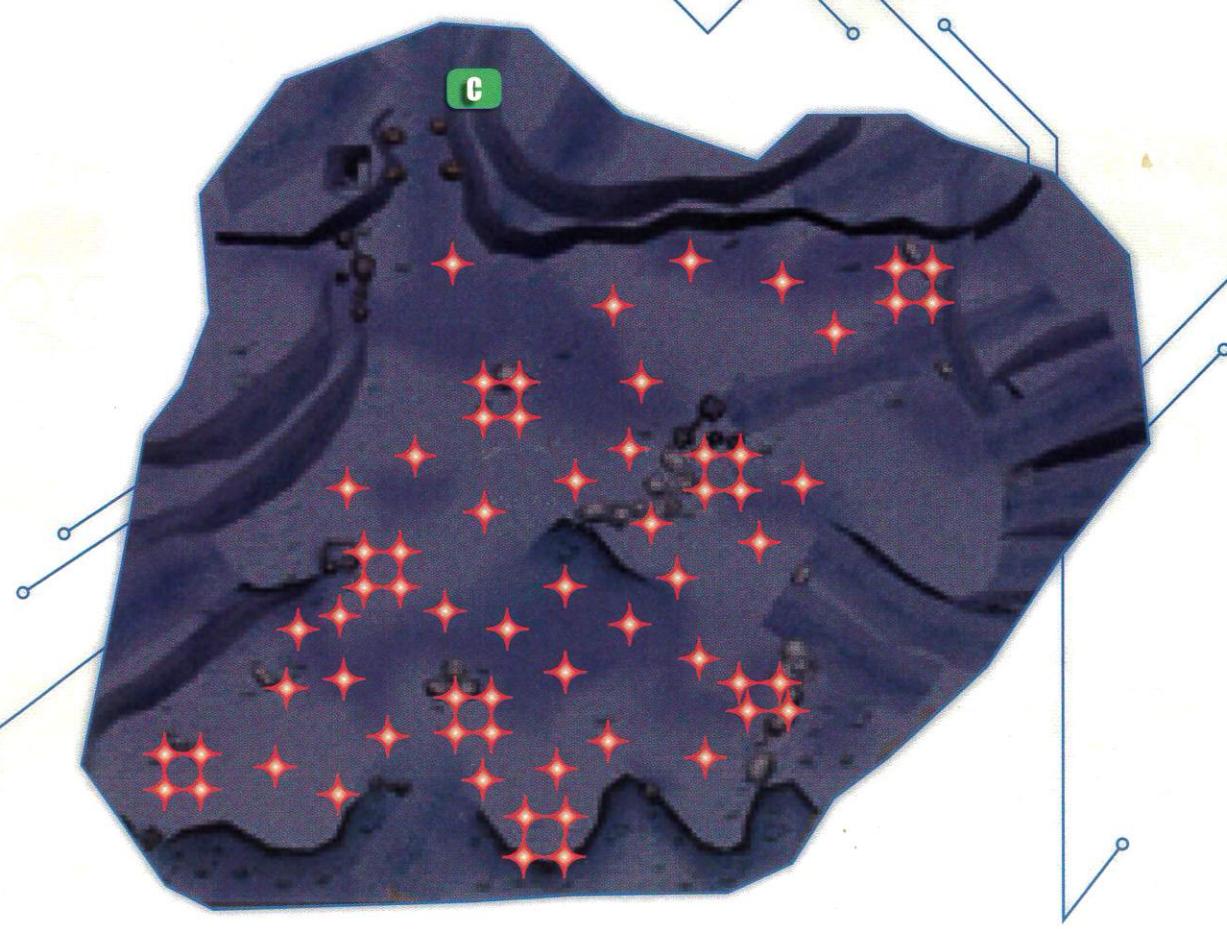
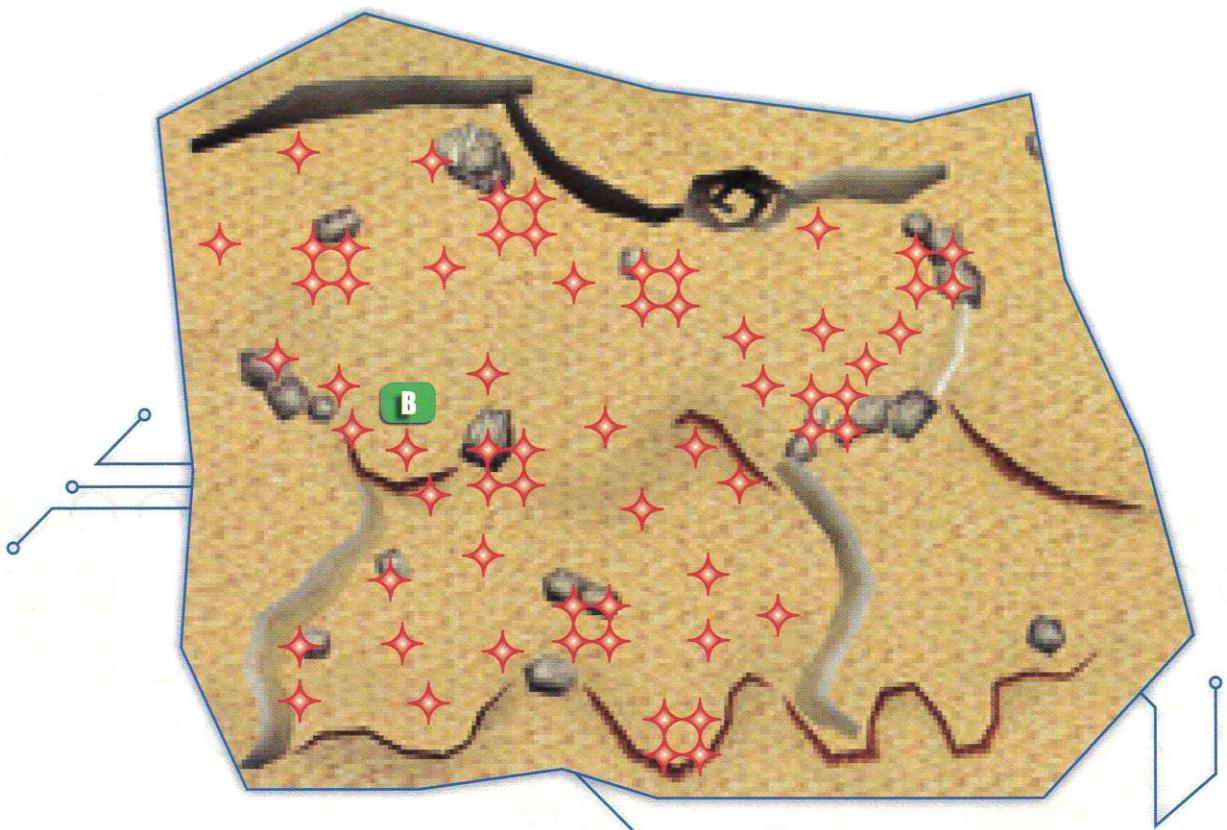






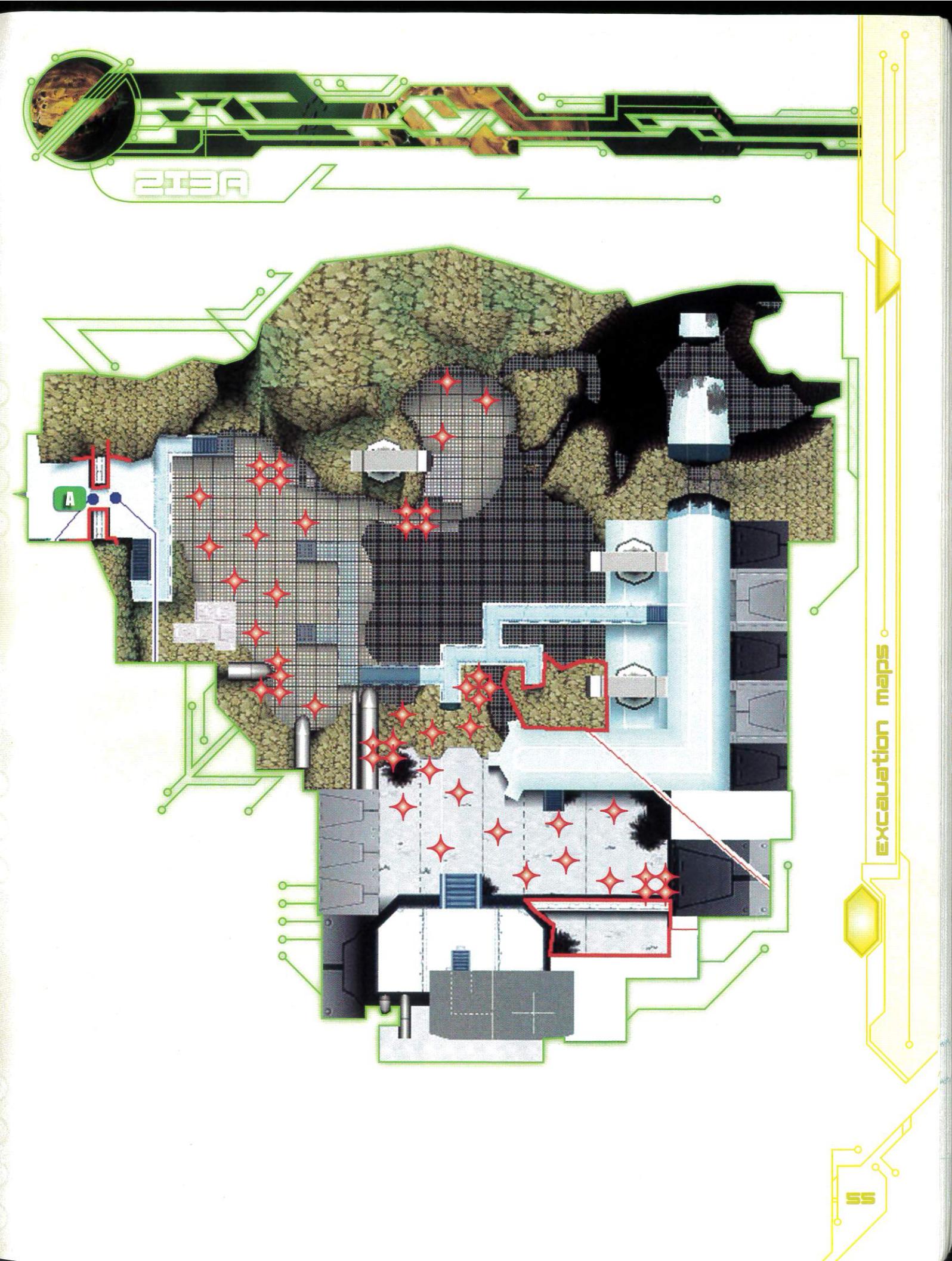
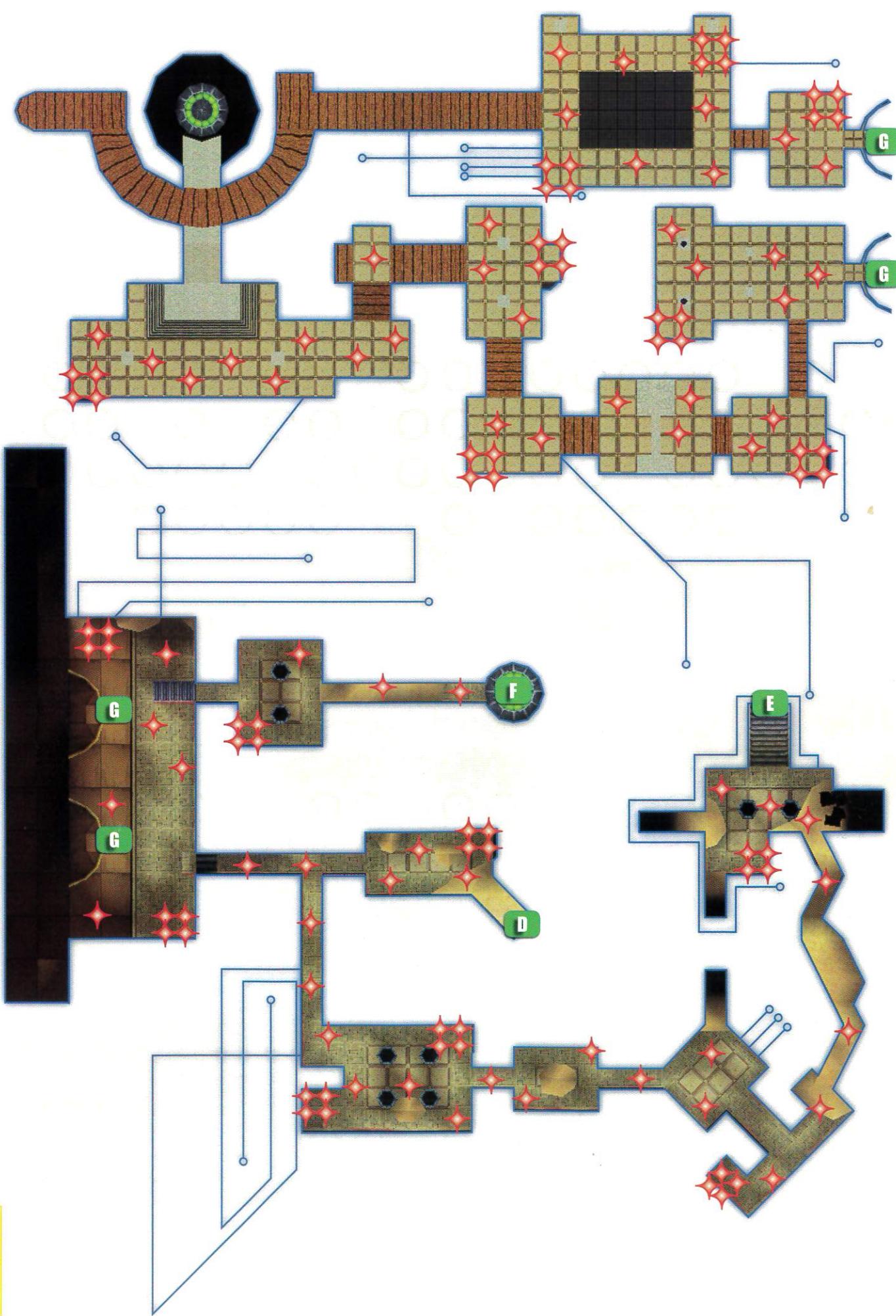


excavation maps

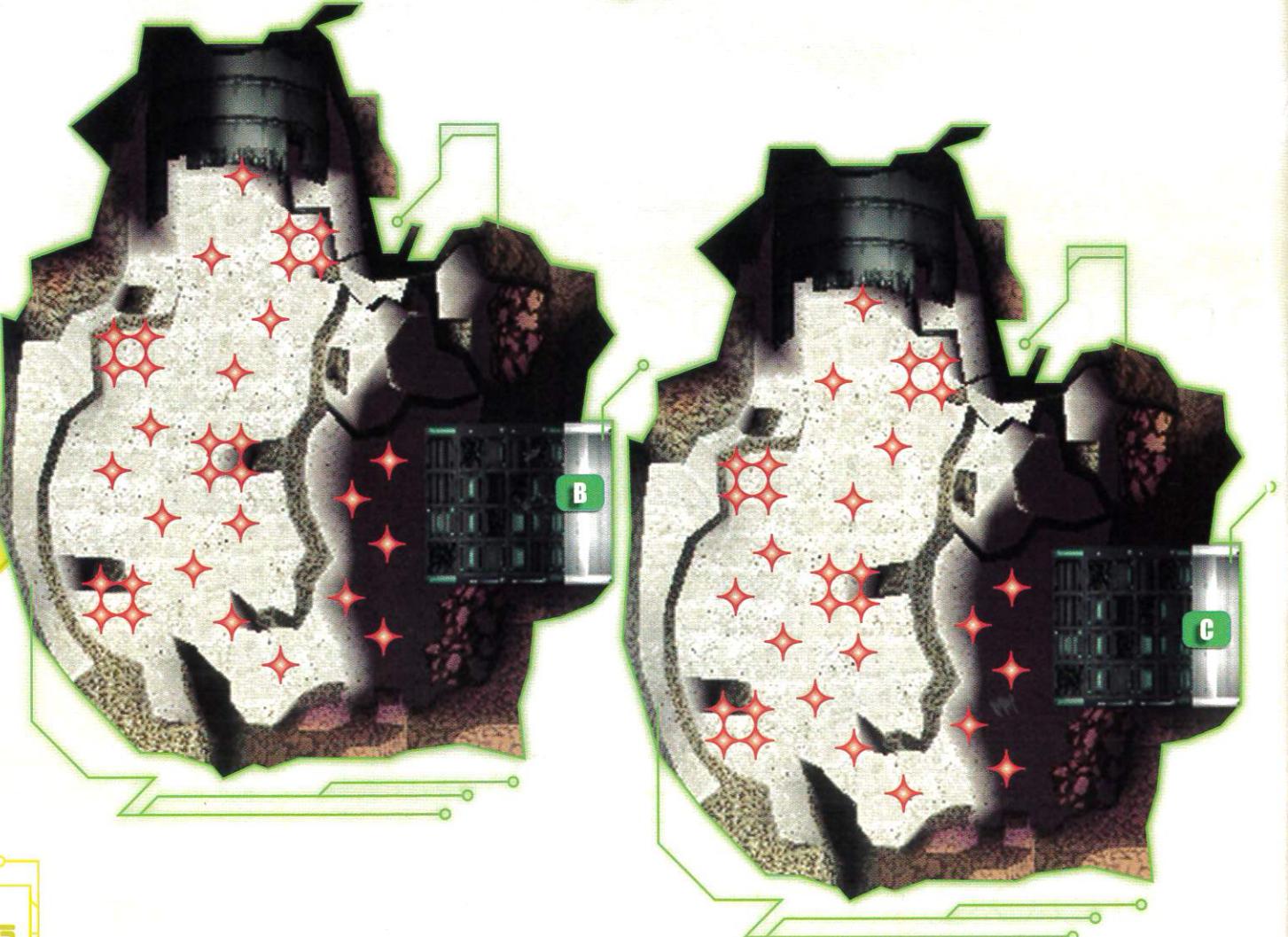
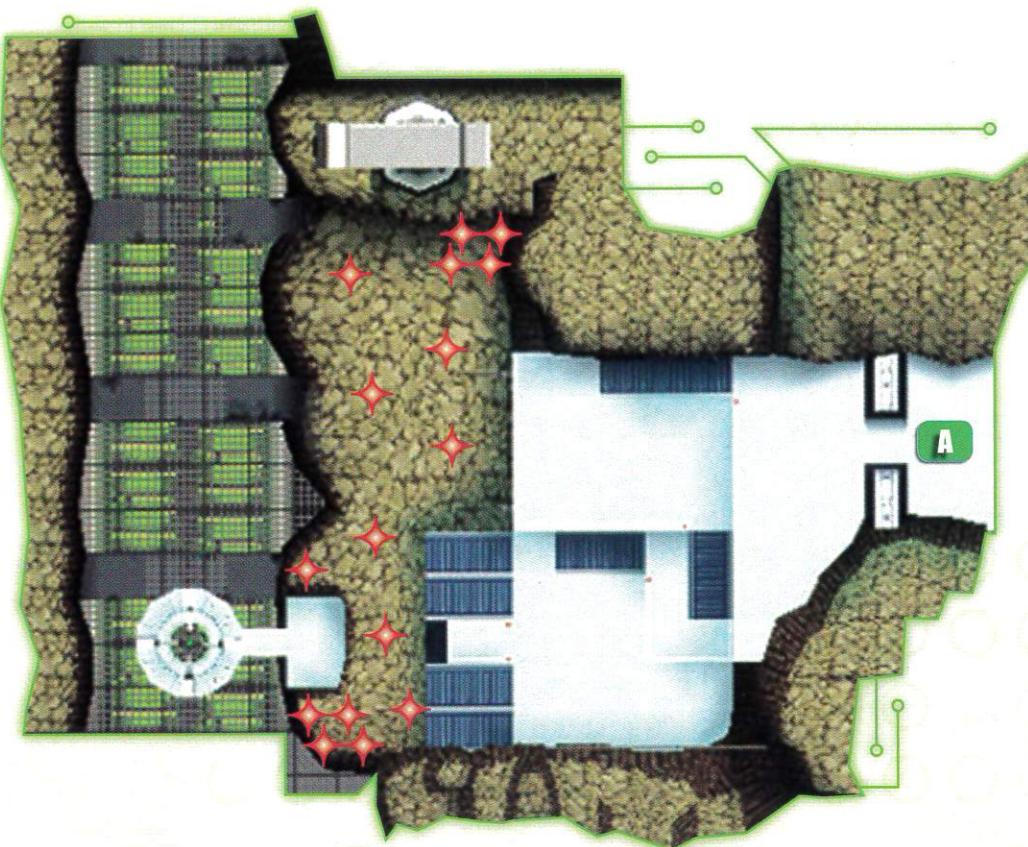


excavation maps

excavation maps

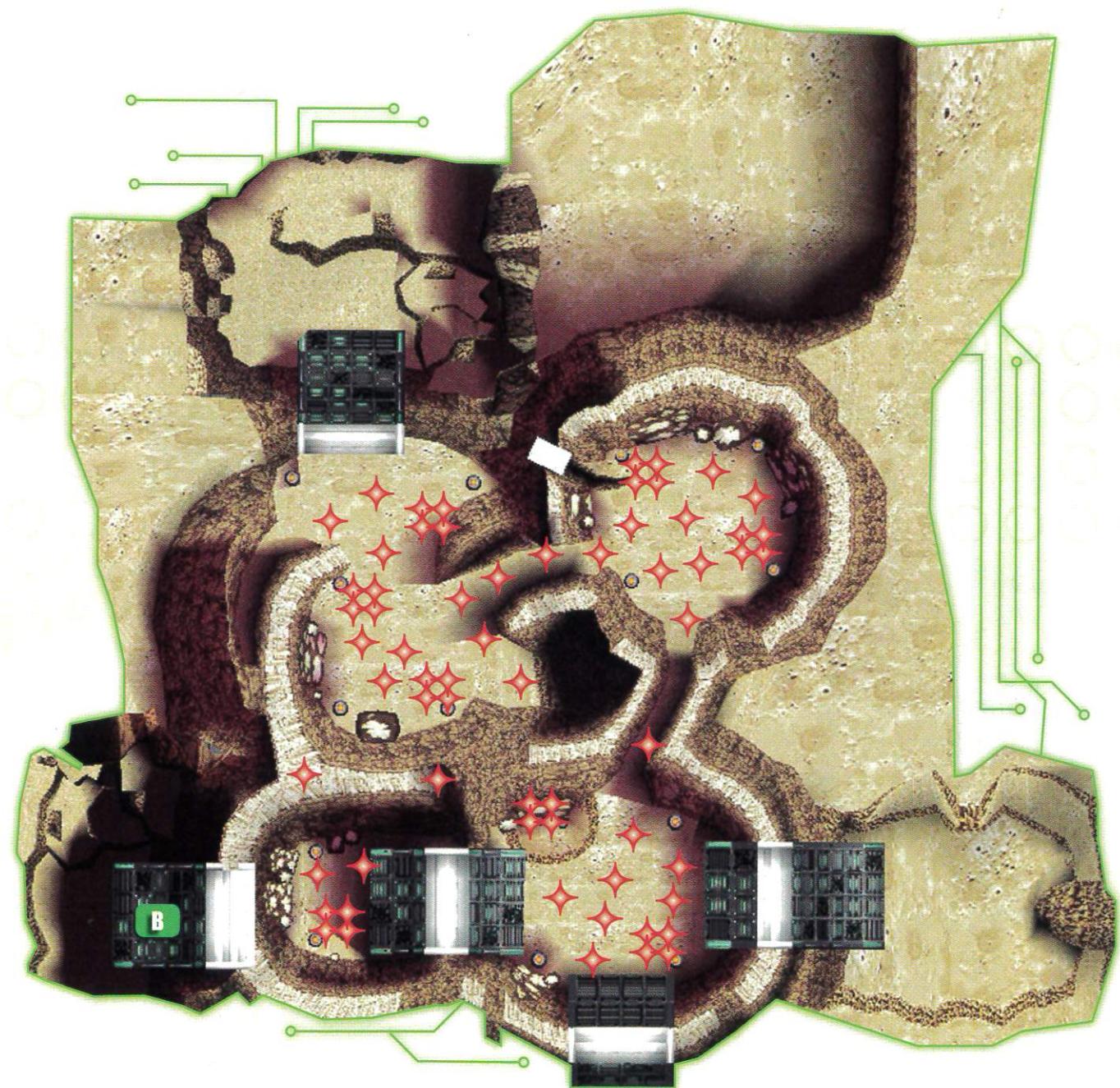


excavation maps



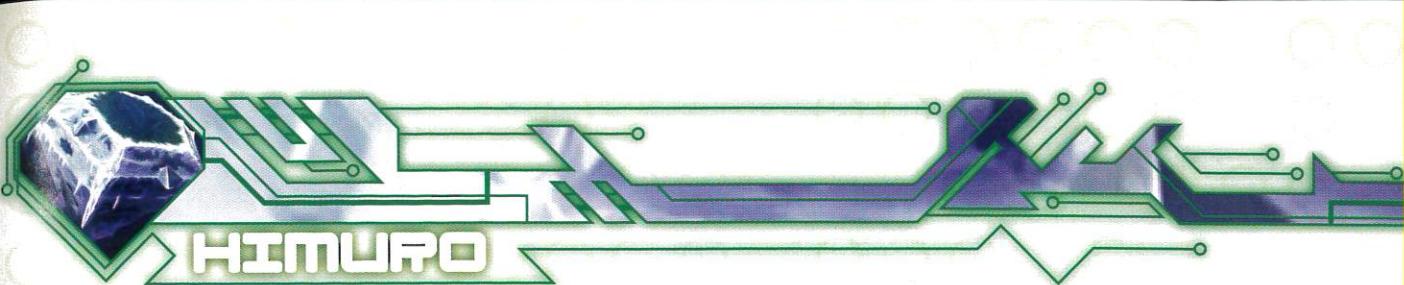
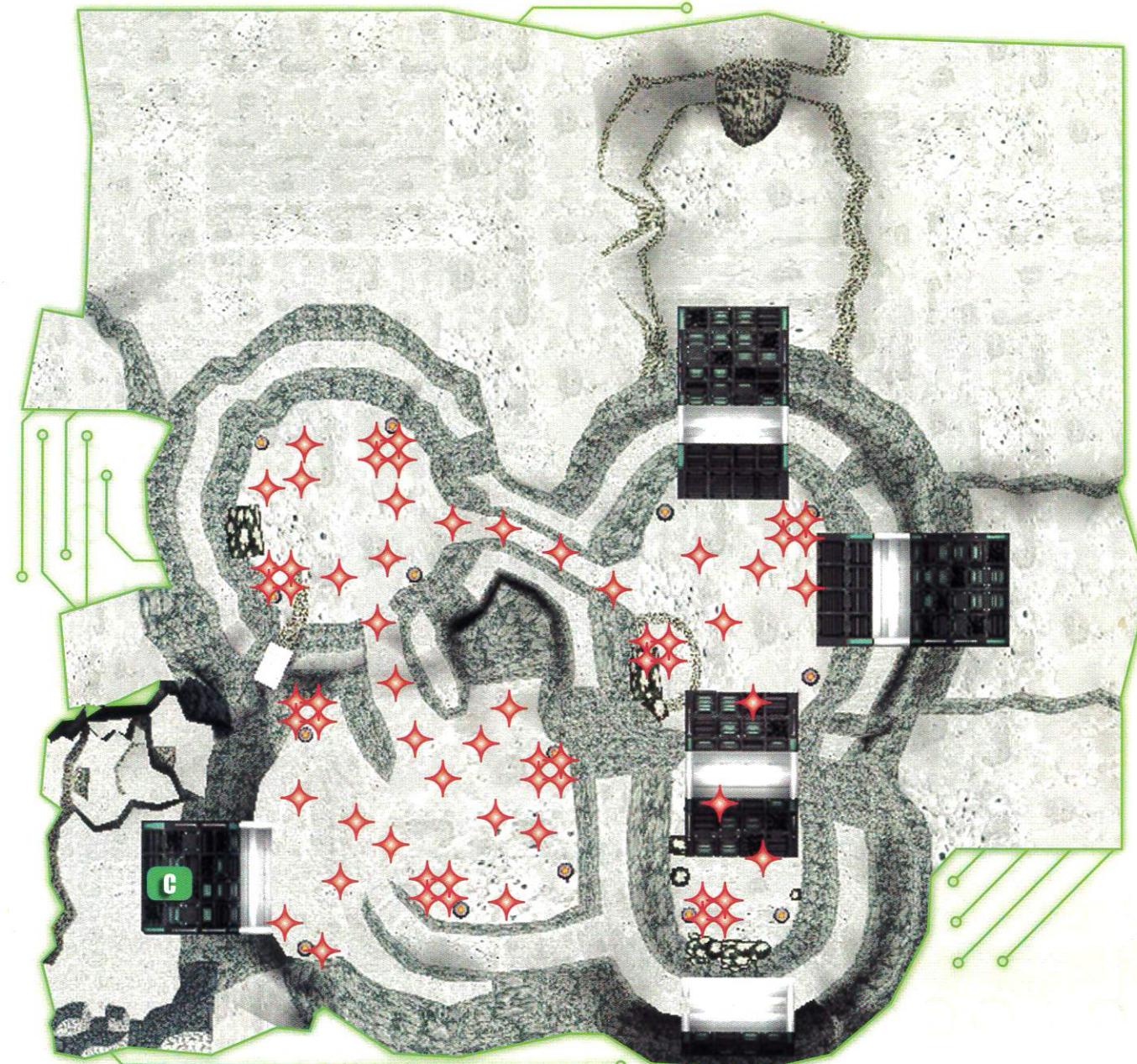
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excavation maps

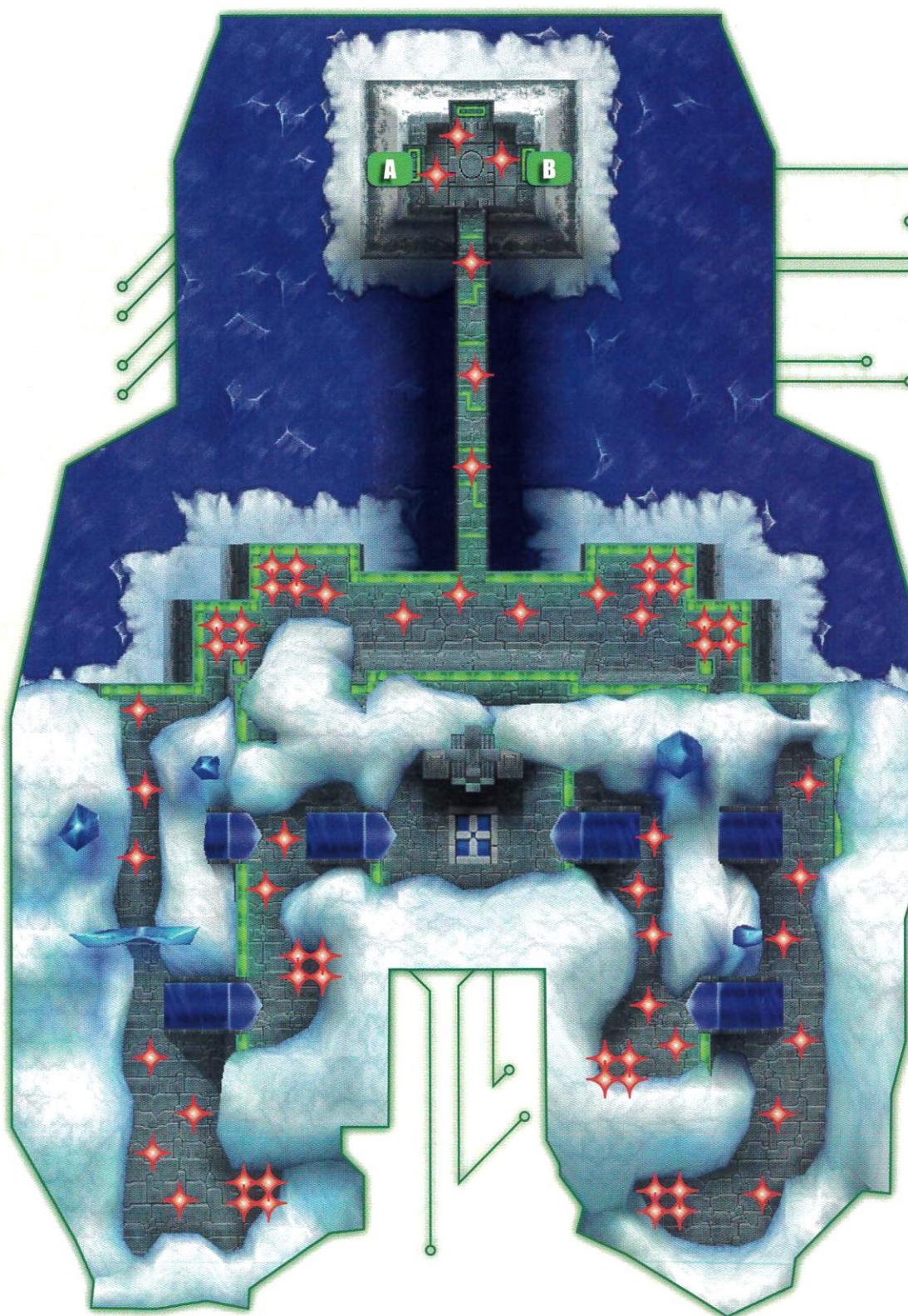


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excavation maps



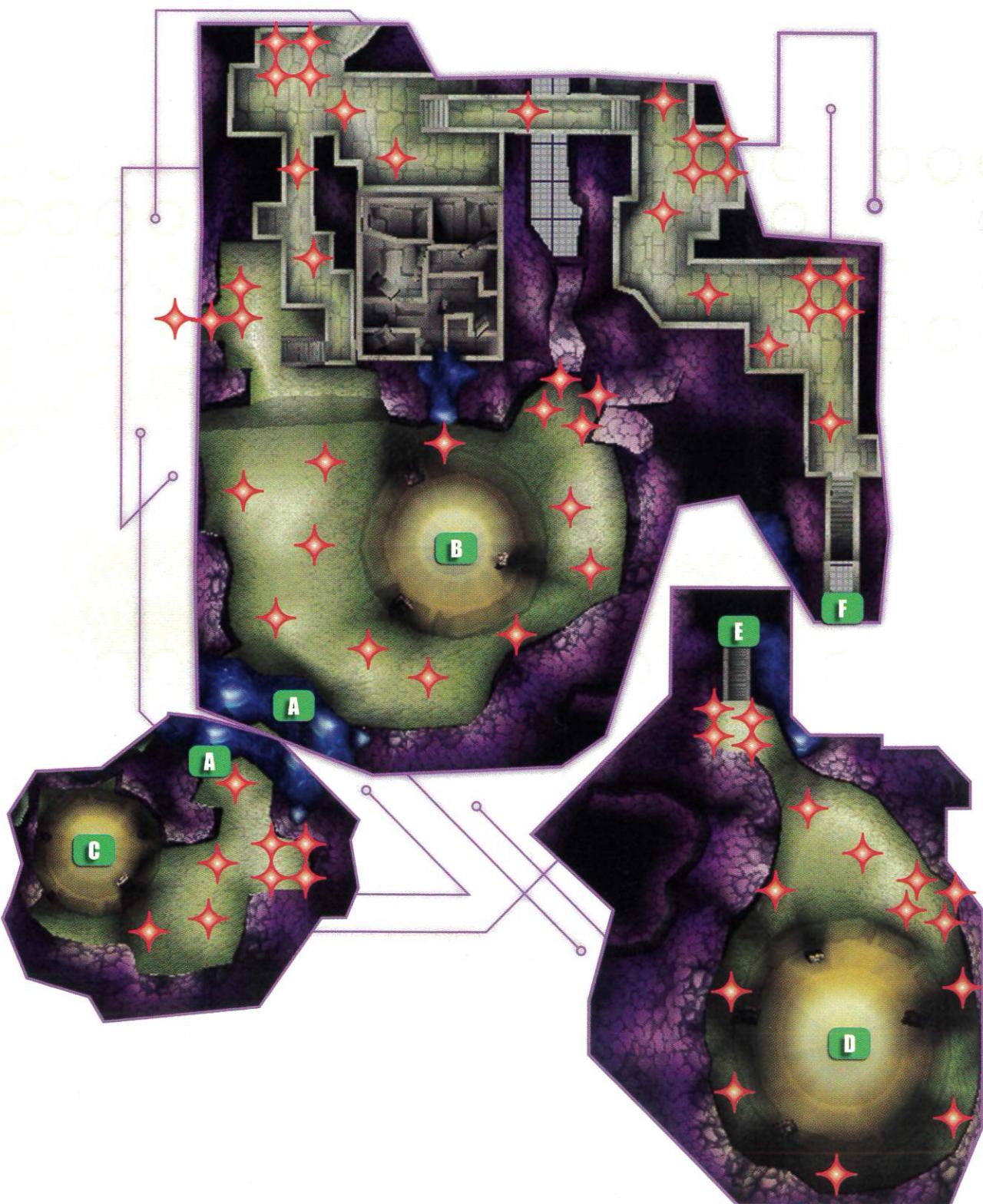
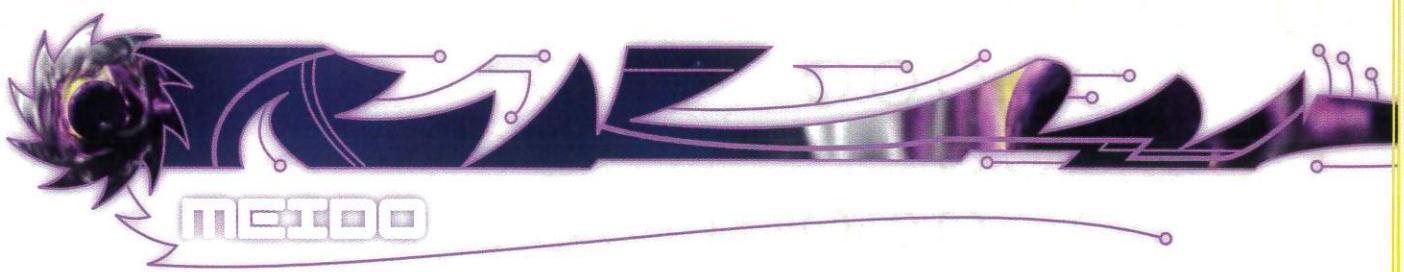
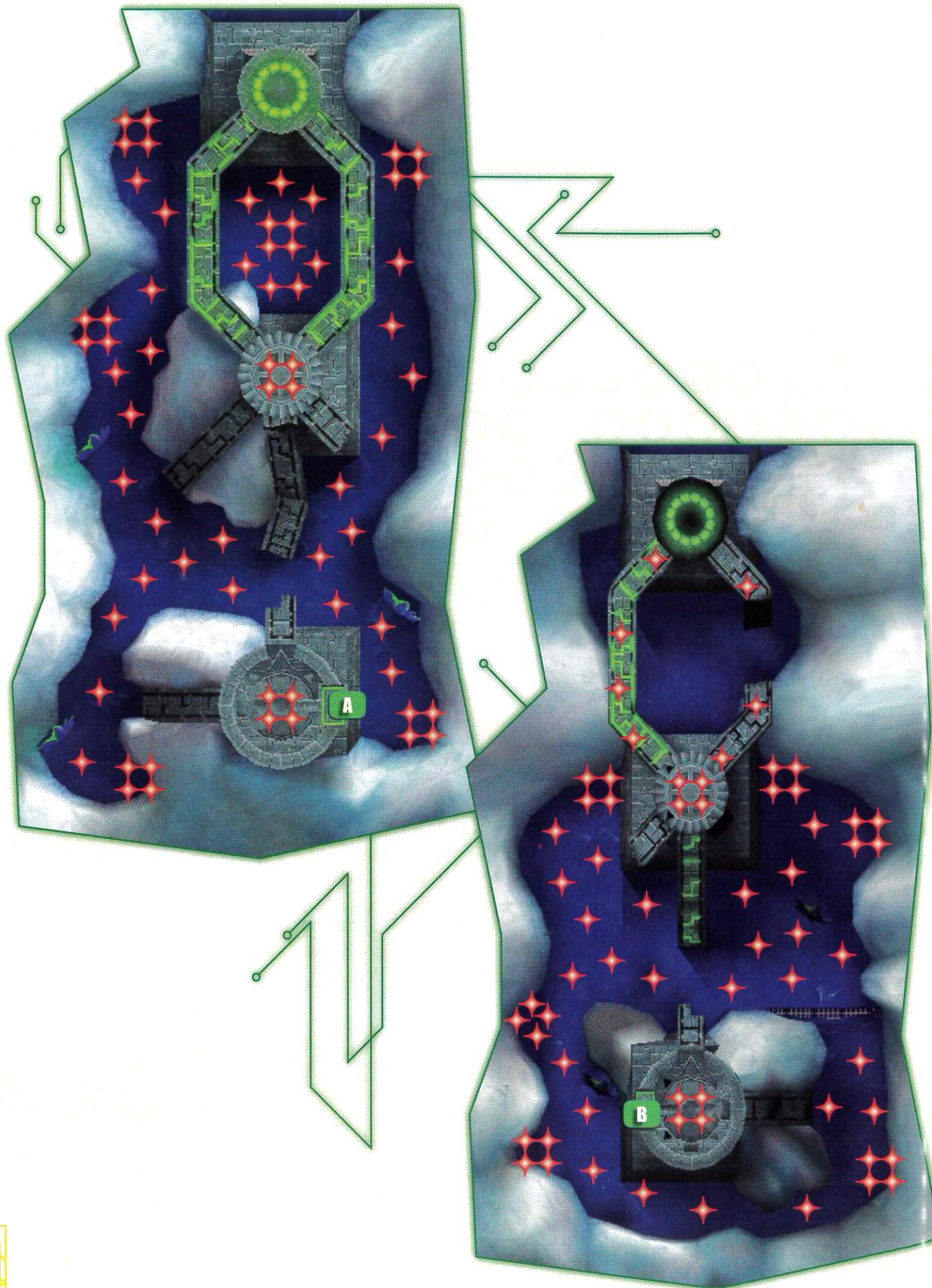
excavation maps



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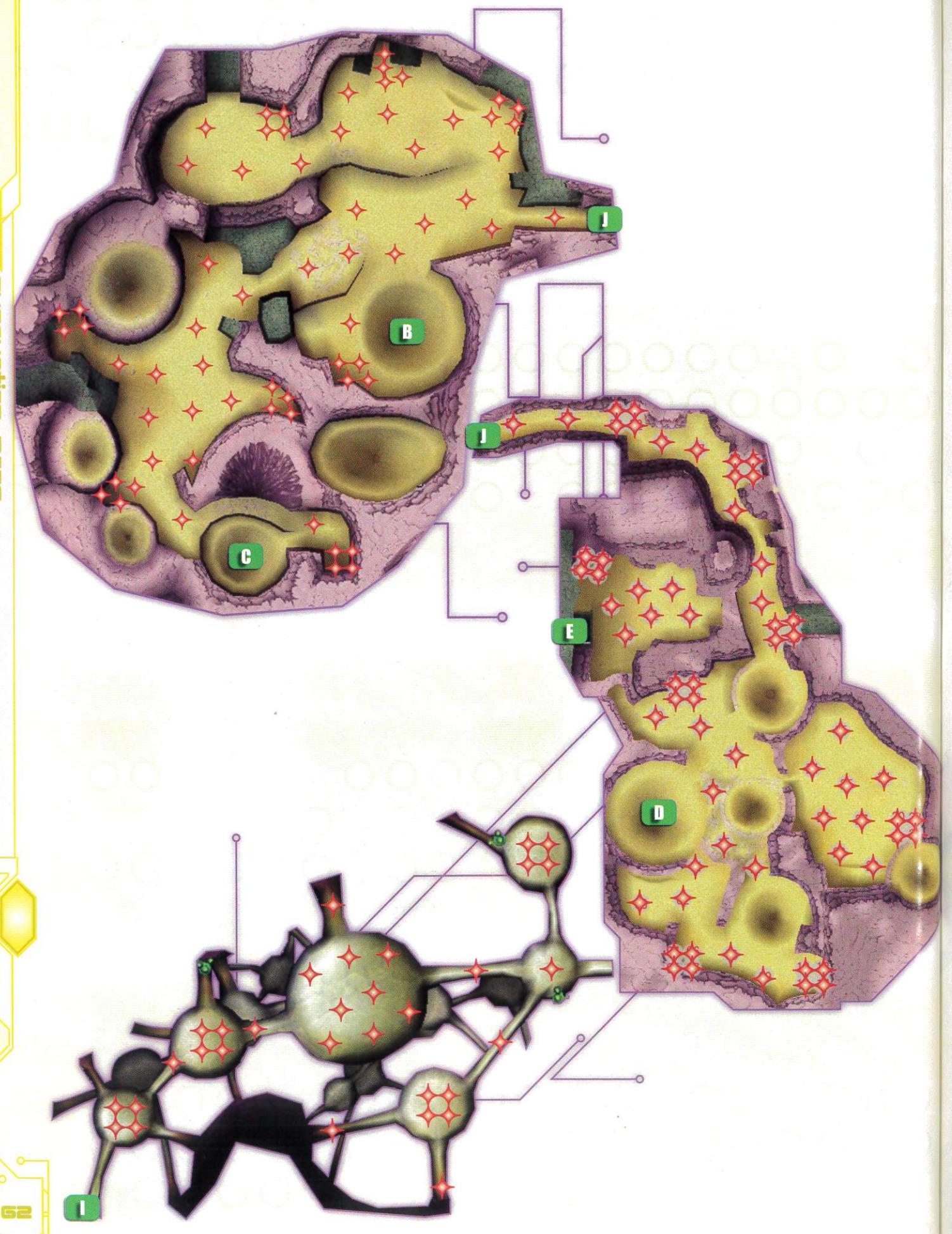
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excavation maps



excavation maps

excavation maps



excavation maps



SPECTRODACS WALKTHROUGH EPISODE ONE

episode one



Commander Grant assigns Rallen and Jeena to a search-and-rescue operation, ending a long spell of inactivity for the two officers. An object crash-landed on Daichi, and you are to investigate and return the object.

SPACESHIP

As Rallen, you begin this mission aboard your spaceship with Jeena. To interact with characters and objects, walk up to them and press the A Button. Talk to Jeena now, and she tells you that the object you seek is to the north and that you should follow the cliffs.



EXIT

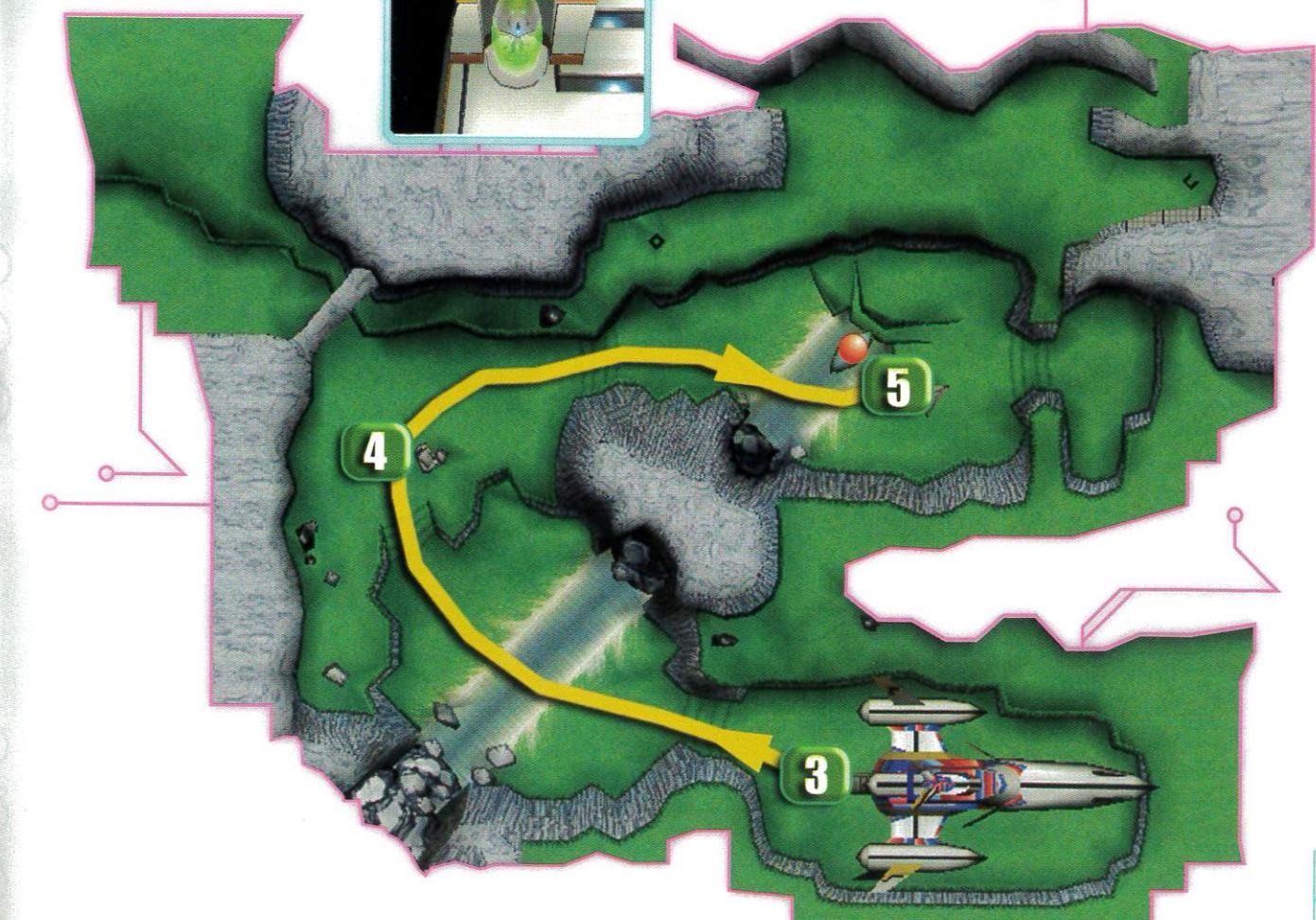
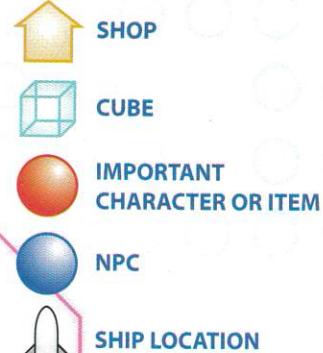
Walk to the bottom of the screen to exit the ship and step foot on the surface of Daichi.

DAICHI

Notice that you can see more map detail to the north by looking at the upper screen on your Nintendo DS. Head northwest until you've climbed two sets of earthen steps. Turn to the east (right), climb the third set of steps, and continue right until you find the escape pod.

RECOVERY POD

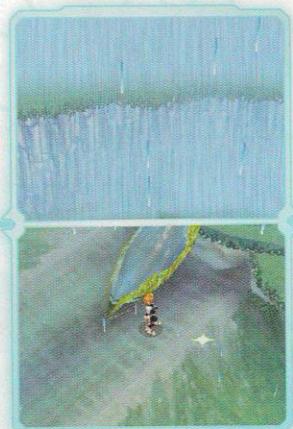
Face the recovery pod and press the A Button. Your first option is to *Heal*. Selecting "Yes" or "No" brings up the *Save* option. Save your game progress.



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ESCAPE CAPSULE PRIZMOD



Investigate the escape pod. There's an unconscious man inside. Approach the shiny object (**Prizmod**) on the ground to the right of the pod.

His plan was to use Spectrobes, small creatures previously believed to be extinct. They exist only as fossils—by using his technology to awaken them and use them to fight the Krawl. Aldous is excited to learn that you found his Prizmod and his Spectrobes inside. He warns that the Krawl have targeted your solar system, and you must awaken the fossilized Spectrobes to prepare for battle.



KRAWL BATTLE

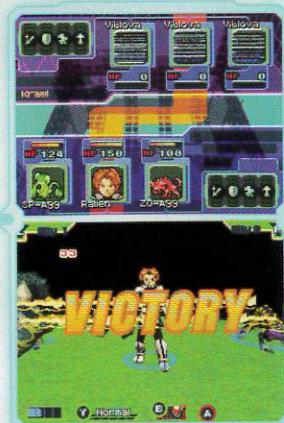
After you collect the **Prizmod** from the ground beside the escape pod, a tornado of sorts comes straight for you. This begins a battle with the Krawl. The L Button controls the left Spectrobe's attack, and the R Button controls the right Spectrobe's attack. Continue using the directional pad to move around the battlefield. Pressing the X Button triggers Rallen's attack, and holding the A Button charges a CH attack. The Y Button allows you to switch to and from CH attack mode.



Move to keep your Spectrobes within fighting distance of the three enemy Krawl, and press the L and R buttons to attack them. Once their HP is drained (displayed on the top screen) the battle is won. Each Viblova enemy has 130 HP. Each normal Spectrobe attack inflicts 33 HP in damage, so a handful of attacks defeats each of them.

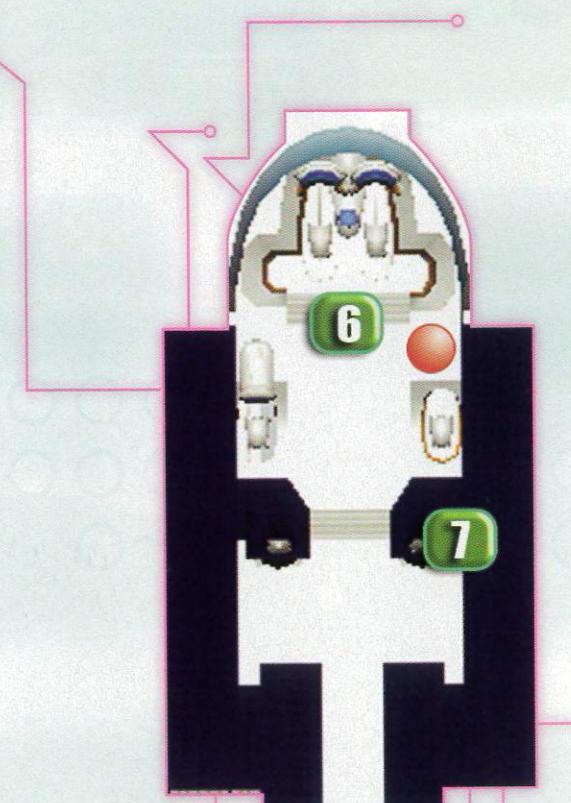
BACK ON THE SPACESHIP

After the battle, you find yourself back on the ship and speaking with Jeena. The man you rescued is alive and ready to talk. Aldous, initially referred to as Mr. X, explains that he was trying to save Giorna, his now destroyed world, from the planet-eating Krawl.



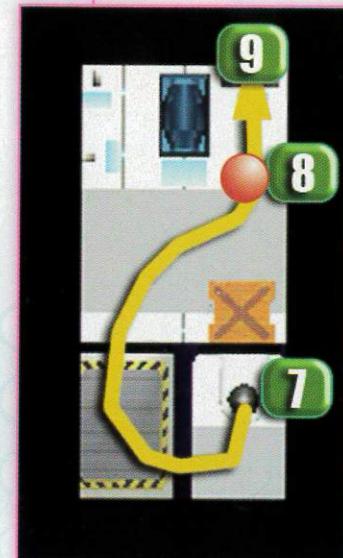
SPACESHIP UPPER DECK

After talking to Aldous, you appear on the spaceship's upper deck. Save your game, use the Recovery Pod to heal if you need to, and then enter the adjacent pod **7** to access the ship's lower research level.



SPACESHIP RESEARCH AREA

Talk to Aldous; he hands you a **Komapod** fossil. He tells you to use the Lab System to awaken it.



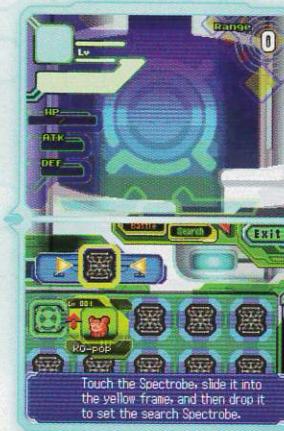
LAB SYSTEM 9

Approach the Lab System and press the A Button. Select "Yes" to use the Lab System. Use the directional pad to scroll through the available options: Line Up, Awaken, Library, and Incubator. Select "Awaken" and use the stylus to pull the fossil up to the awakening chamber on the top screen. Touch the onscreen "Start" button to begin the awakening process.

Here's the fun part. Talk into the DS microphone until the sound level reaches the red zone. Keep your voice in the red zone until the countdown reaches zero and the Spectrobe awakens. Now name the awakened Child Form Spectrobe.



Select "Line Up," and then select "Search." Touch the Komainu Spectrobe to slide it into the yellow frame, and then drop it to set the Search Spectrobe. Now exit this menu. Each Spectrobe assumes one of three states of evolution: Child, Adult, and Evolved. Child Spectrobes can evolve into the Adult form and, in turn, Adult Spectrobes can evolve into the Evolved form. Only Child Spectrobes can search for buried items in the field. You should always have a searching Spectrobe with you in order to locate fossils, minerals and Cubes to excavate.

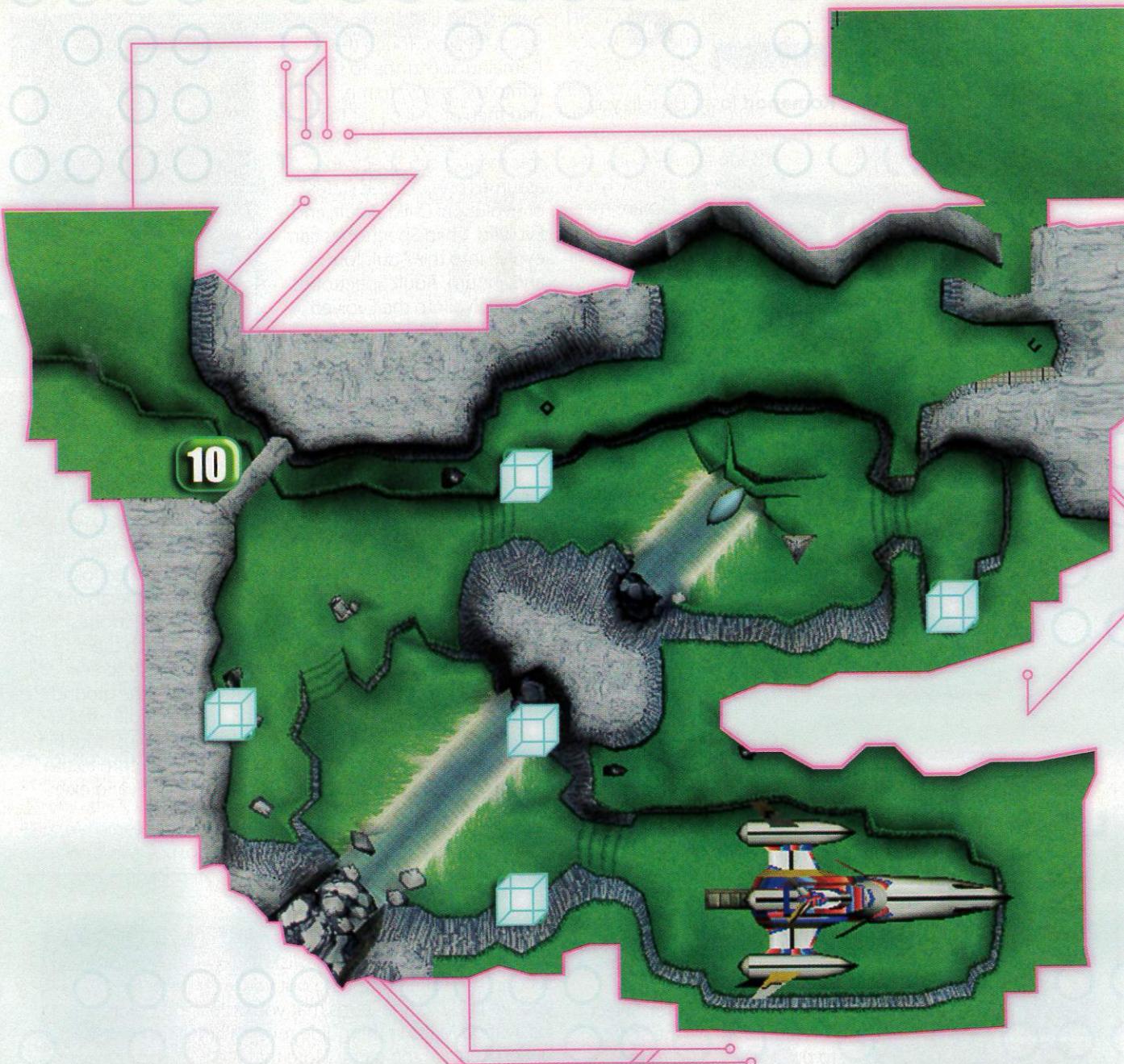


Talk to Aldous. He explains that newly awakened Child form Spectrobes cannot be used in battle, but they can help you find buried fossils and minerals. Minerals are used to help Spectrobes evolve. Just touch the Spectrobe on the screen and it will scan the ground within a small radius. If you find something, just touch it to excavate it. Return to the ship's upper deck and exit.

EXCAVATION

Certain Child form Spectrobes can find only specific kinds of items (minerals, Cubes, fossils). So, if you search an area a second time after swapping out your searching Spectrobe, you are likely to find items that you didn't find before. The Excavation Maps in this guide reveal all the locations for buried items in the game. Note that many of the items are randomly set, so each time you revisit the map, the buried items may change.





SEARCHING A NEW AREA 10

Once you've searched the areas on the first map, head through the corridor 10 to the new area and dig in the indicated areas to find the **Alpha** or **Beta** cube to return to Aldous. You'll encounter random battles while searching the maps(unless you avoid the vortexes). You should not try to avoid battles because fighting Krawl increases skill, experience and HPs for you and your Spectrobes.

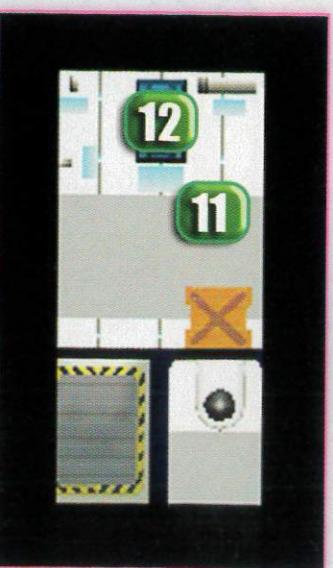
Use our Excavation tips in *Game Basics* if you are having difficulty searching and digging. Basically, you stop, search, find, touch the sparkling area, and excavate. Punch through layers of dirt with the default drill and once you find the artifact, switch to the lighter drill to carefully remove the dirt. Use the scan buttons to see the outline of the artifact. Once 95% of the object is clear, pick it up and then look for more.



TALK TO ALDOUS TWICE 11

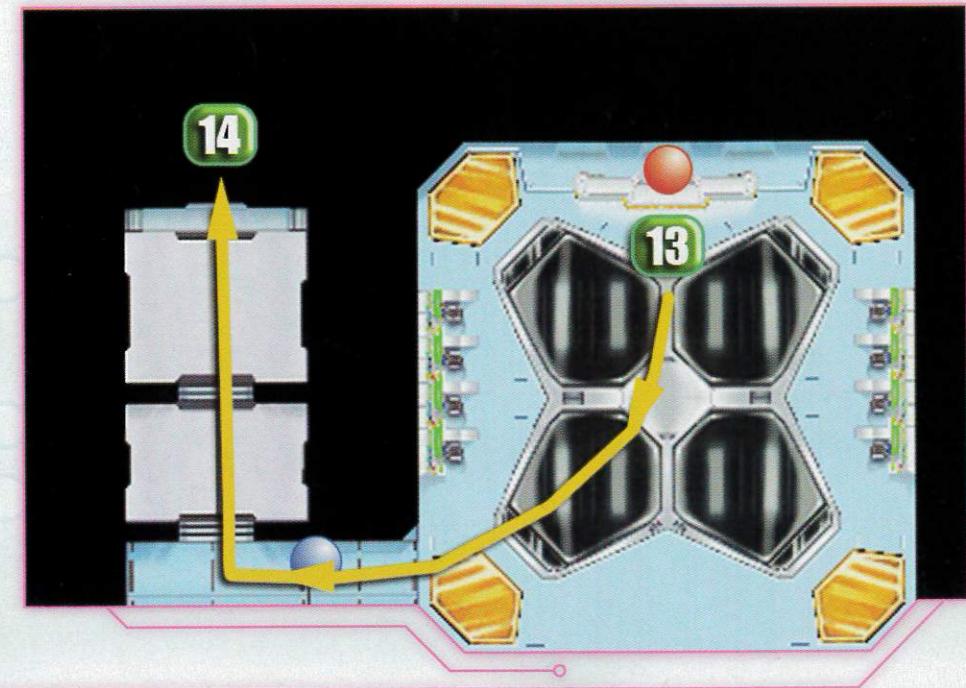
If you collected both the **Alpha** and **Beta** Cubes out in the field, talk to Aldous twice. He'll explain that Cubes can be stored and examined using the Cube List now in the Escape Capsule 12 in the Research Area. You have a chance to Awaken some of the fossils you found in the field using the Awaken feature in the Lab System before you talk with Aldous about both the Alpha and Beta Cubes. For help with evolving, training, the

incubator and awakening fossils, see *Game Basics*.

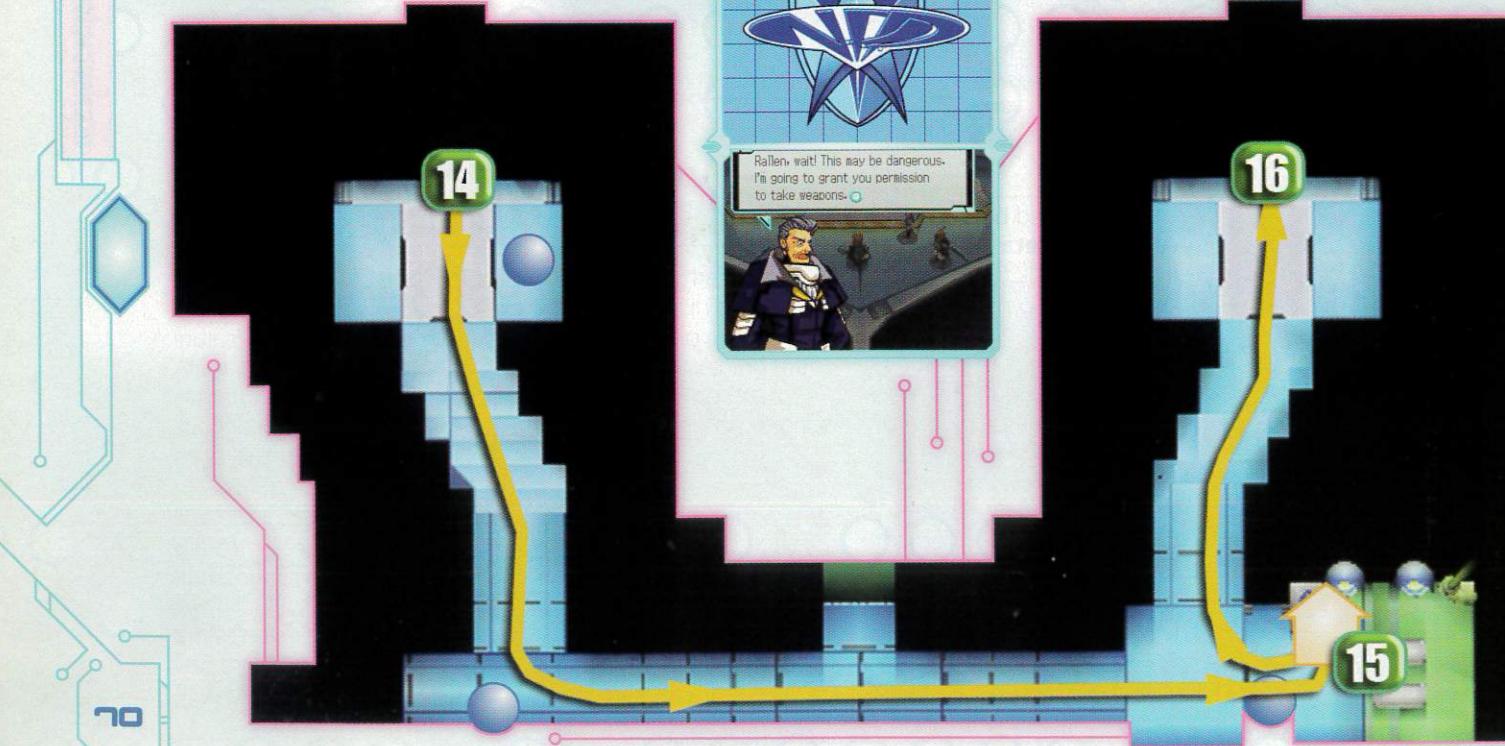


HOLLIN: NEW ASSIGNMENT

Commander Grant requests the report Jeena should have sent already. He then orders you to report directly to Kollin at headquarters. Your next assignment is to investigate the Krawl and their black vortexes on Genshi. Jeena says there's a famous fossil research lab there, which is where the vortexes have been spotted. You are to make contact with Professor Wright.



First thing first, you've been given permission to carry weapons. You must head to the Security Center to pick them up before you leave. You begin near Grant's desk **13** at HQ. Head through the southwest hallway and turn right to head north through another hallway **14**.

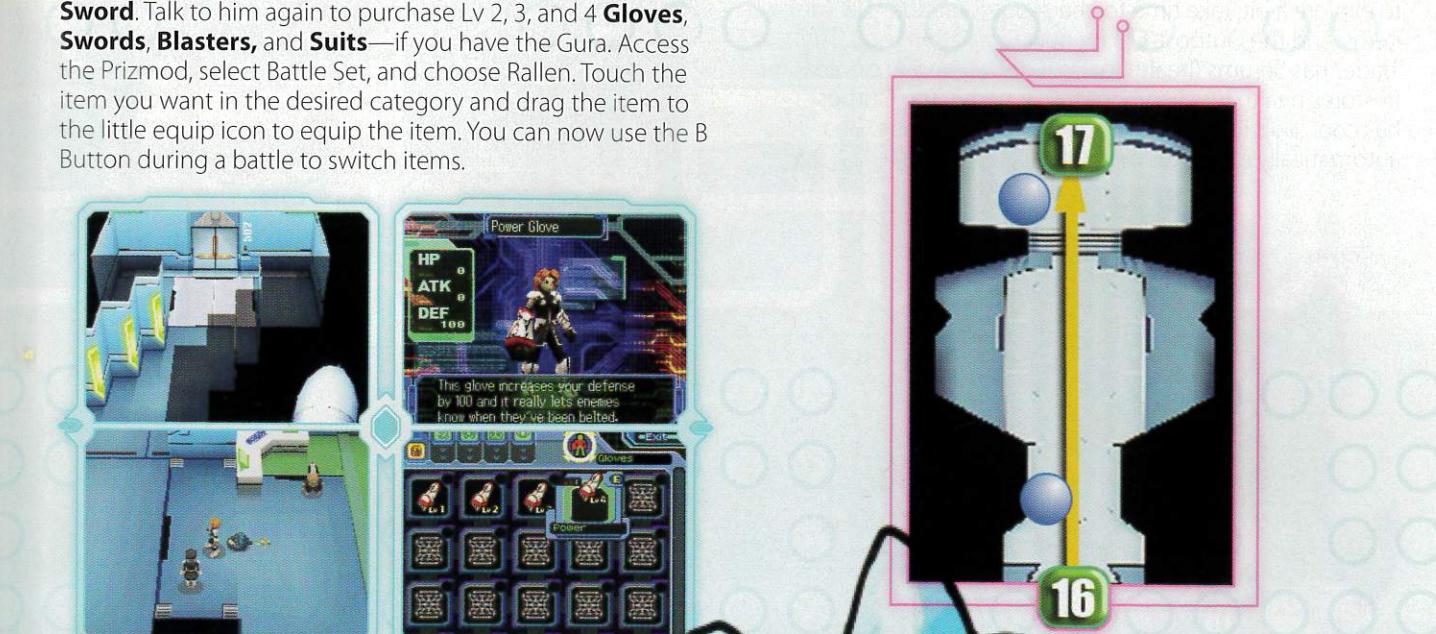


HOLLIN: GETTING A WEAPON

Head south through the angled hallway and turn right and head east. At the end of this hallway is a man at the Security Center **15**. Talk to him and he gives you a **Blaster** and a **Sword**. Talk to him again to purchase Lv 2, 3, and 4 **Gloves**, **Swords**, **Blasters**, and **Suits**—if you have the Gura. Access the Prizmod, select Battle Set, and choose Rallen. Touch the item you want in the desired category and drag the item to the little equip icon to equip the item. You can now use the B Button during a battle to switch items.

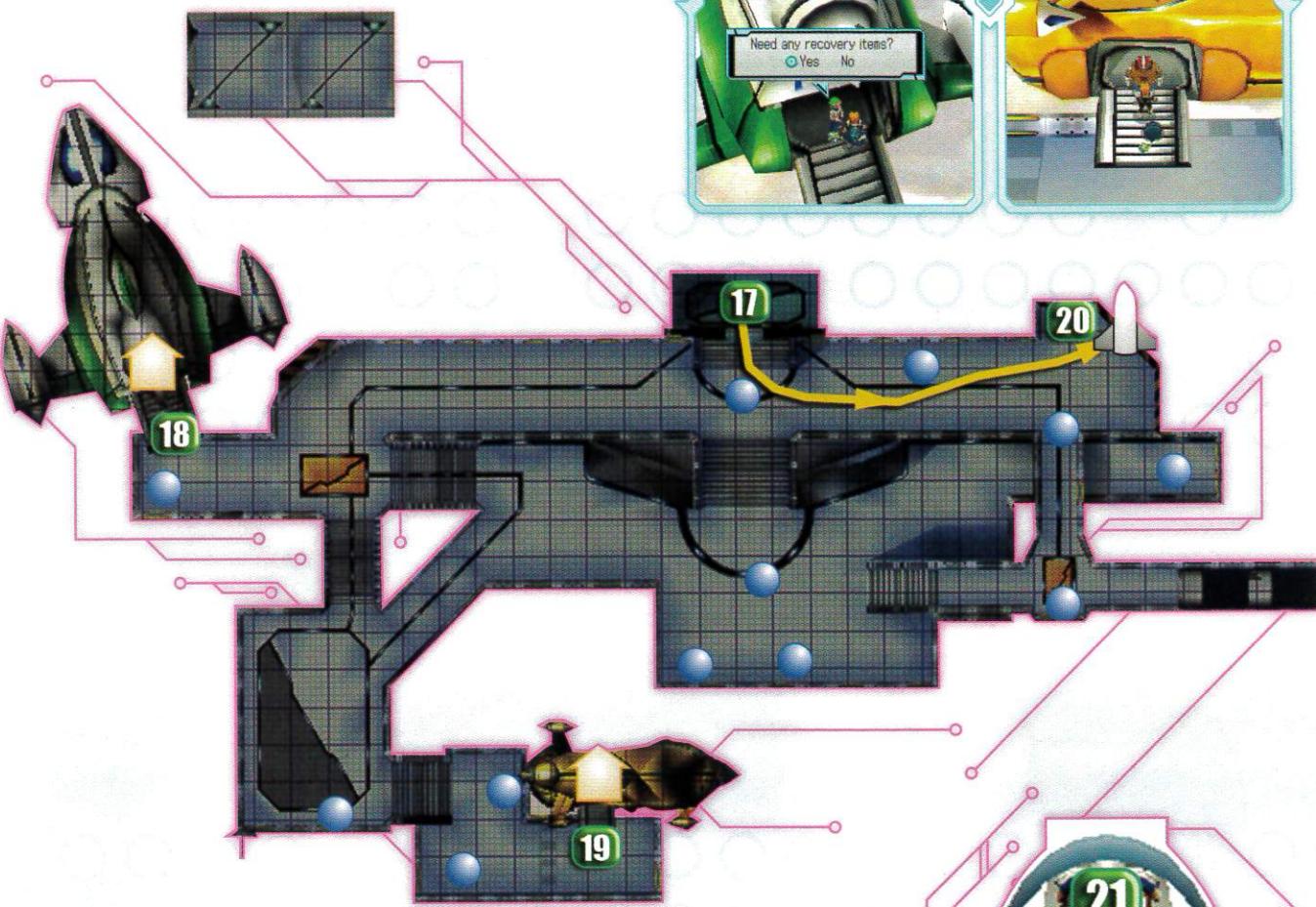


Leave the Security Center and head north along the nearest hallway to exit **16** HQ through the following door **17**.



DOCKING BAY: TRADER, OUTPOST YOUR SHIP

If you are ready to leave, you can head right (east) and enter your ship **20** to take off to a new planet. However, if you want to explore a bit, take time to check out the Trader **18** for items, and the Outpost **19** for new Excavation tools. The Trader has Serums (health for Spectrobes) and Antidotes (restores health for everyone in your party). The Outpost has cool tools like the Blast, Solvent and Giga. The Giga automatically excavates minerals.



SPACESHIP: TALK TO JEENA

Talk to Jeena **20** and then approach the control panel **21** to take control of the ship and fly to the planet of your choice. Genshi is your destination.



Touch the first planet closest to the sun (P1), and then touch the "DATA" tab near the planet label. You can rotate the planet to access different areas later in the game, but for now there's only one destination. Select it and confirm your choice.

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EPISODE TWO

GENSHI



episode two

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SPACESHIP 1

Your mission is to find and rescue Professor Wright on planet Genshi. Use the Excavation maps to find the dig sites on Genshi and take the time to excavate the called-out areas on the map. Do not avoid battles with the Krawl. The more you battle the more you level up. Use more charge attacks if you're having difficulty with the battles. Three to four charge attacks defeats any group of enemies you go up against.



You should have already unearthed a Gamma and Delta Cube. Here on Genshi you should discover the **Eta**, **Epsilon**, and **Sigma** Cubes. The **Epsilon** upgrades the Incubator with the ability to attach Custom Parts to Spectrobes. The **Sigma** Cube can also be found on Genshi. This unlocks the DS Wireless Play. Once Aldous examines this cube, the wireless play console appears on the ship to the left of the escape capsule.



JET PACK 2

Explore northwest from the ship **1** to find a man on the earthen slope. Talk to this man **2** and he gives you a **Jet Pack**. You can now access the Jetpack through the items menu. Sliding the Jet Pack to the equip icon instantly returns you to the ship at any time. This comes in handy when you are low on health and want to return to the ship without battle. It is also ideal when you need to awaken fossils quickly.



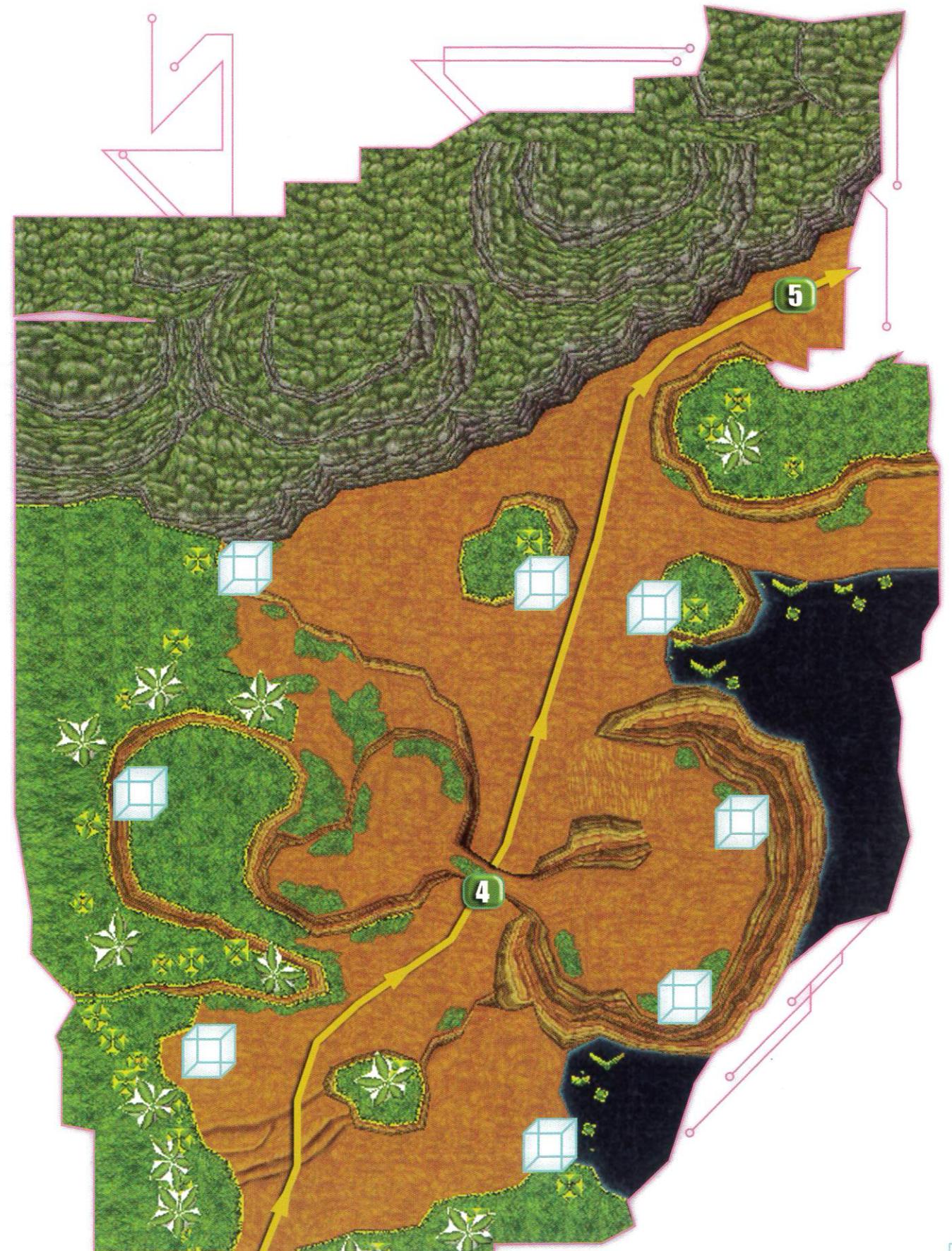
TO GENSHI AREA 2 3

Head north to the man standing the path that leads to the next area **3**. Excavate to the right of him to find a Cube. After you have acquired the Cube continue north into the next area.



GENSHI AREA 2 4

Refer to the map and excavate all the areas indicated to find Cubes. Get as many minerals and fossils as you can to help evolve your Spectrobes. Look for battles instead of running from them. Head under the rock bridge **4** and continue north to the next area **5** where you will find Professor Wright.



GENSHI AREA 3 5

Continue excavating all the areas found on the Excavation maps and dig in the two Cube areas. Make sure your health is in good shape before approaching the trapped Professor 6.



SAVING PROFESSOR WRIGHT 6

The Professor is surrounded by three Krawl vortexes. He warns you to leave while it is still safe to do so. You reassure him that you are here to save him. The battle with three Blovas begins. Each Blova has 150 HP. This battle won't test you if you've been battling the Gensi vortexes and not avoiding them. Use your new Glove, have your Spectrobes do most of the fighting or use three charged special attacks to finish them off quickly. Although there were three vortexes, there is only one battle to save the Professor.



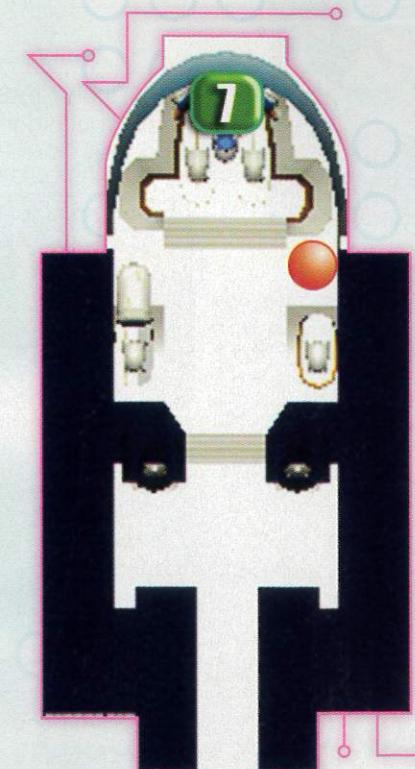
The Professor hands you an **Aopod** for saving him. This is a rare fossil that he found here on Gensi. This fossil is equipped with custom parts. Custom parts are used to modify a Spectrobes's body. Many fossils are buried with custom parts but you must excavate them while doing no damage to them to bring them up intact. When you return the Epsilon Cube to Aldous, you will be able to attach custom parts to Adult and Evolved Spectrobes. See more on this in *Game Basics*.

Return to the ship using the Jet Pack or walk back to do some more excavating.



HEADING TO NESSA 7

Access the control panel 7 in the spaceship. Commander Grant calls. You tell him the vortexes are only appearing in the Gensi forest and that you've successfully rescued the Professor. Commander Grant orders you to Nessa, the fourth planet in the Nanairo system. You are to locate a man named Cyrus; he's staying with some of the colonists on Nessa. He's a treasure hunter.



EPISODE THREE

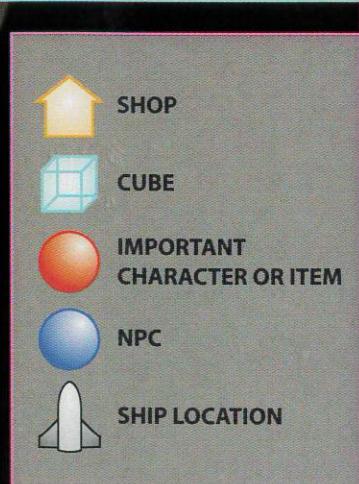
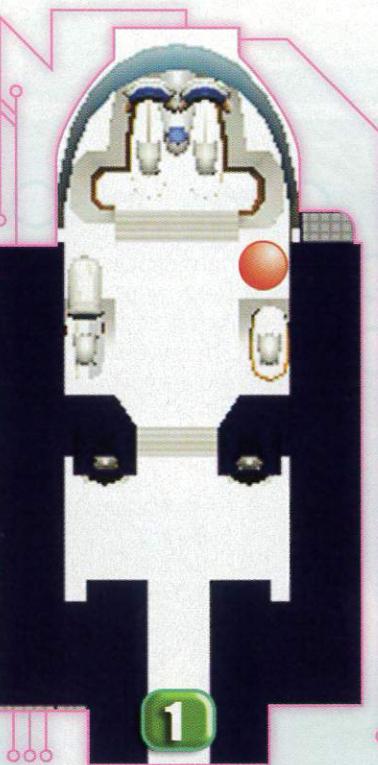
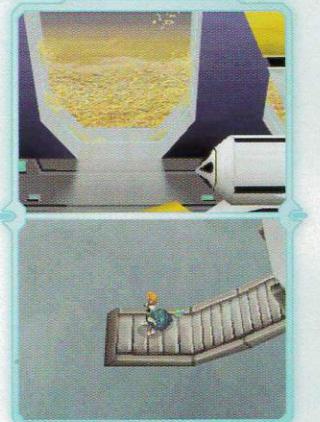
A CYRUS MISSION

SPACESHIP 1



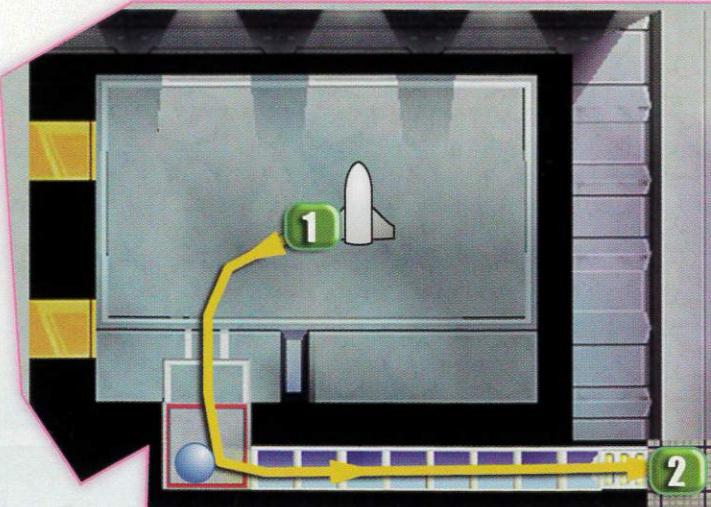
Commander Grant orders you to Nessa, the fourth planet in the Nanairo system. You are looking for a man named Cyrus; he's a big shot treasure hunter.

Once in Lilton, Nessa's only city, save your progress and exit the ship.



LILTON HANGAR 2

Head south out of the ship, then turn right through the hallway to access the next area **2**.

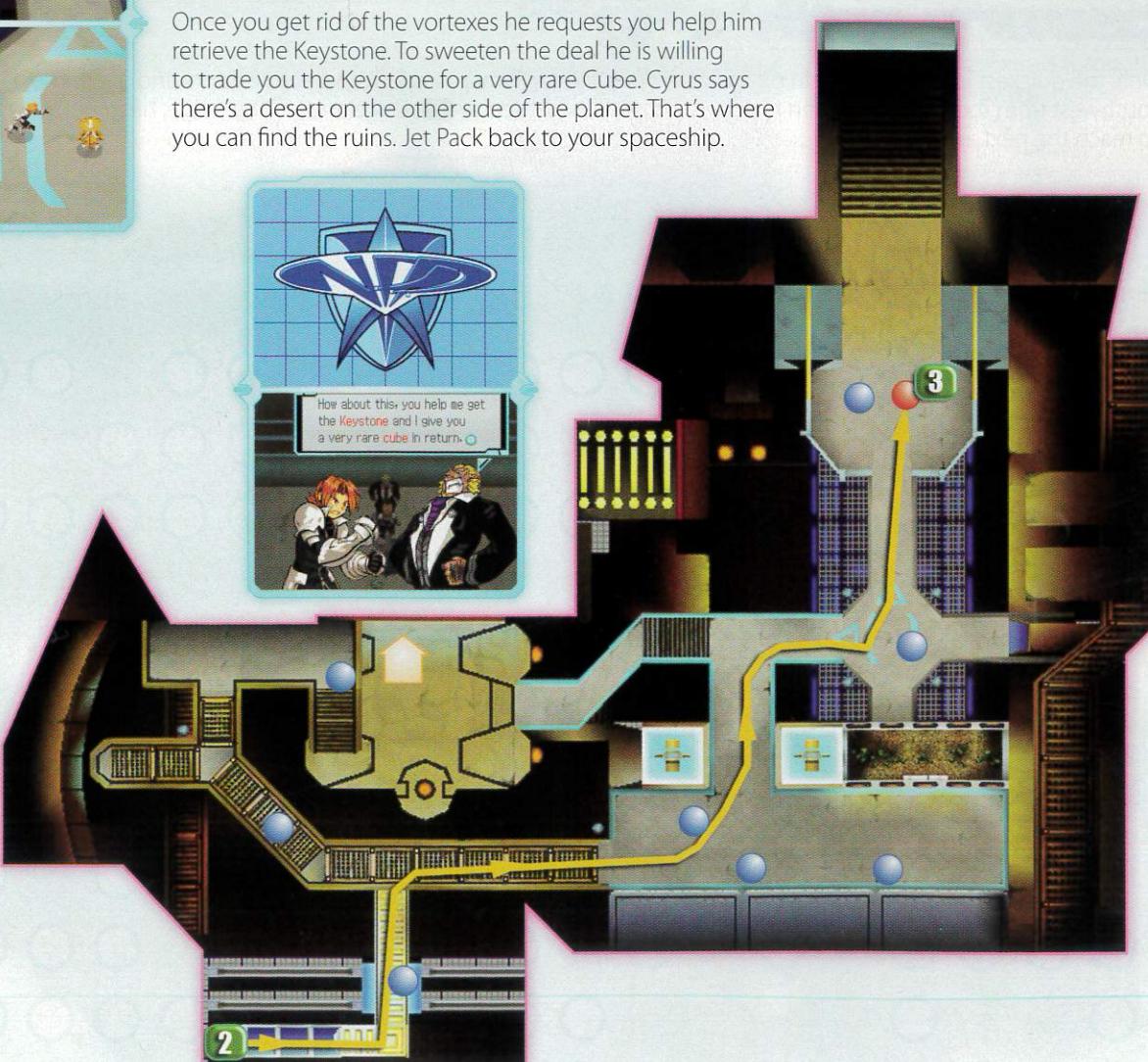


MEETING CYRUS 3



Take a left at the end of the hallway, then a right on the bridge. Once there head down the hallway at the first left, then take a right and then a left to find Cyrus **3**. Cyrus is a little perturbed that it took you so long to arrive. Cyrus is a large, well-dressed burly man with blonde hair. He tells you the vortexes have blocked access to the ruins on Nessa. He needs to get to the Keystone, but his workers keep getting attacked. You are an officer of the law and you must defend the people.

Once you get rid of the vortexes he requests you help him retrieve the Keystone. To sweeten the deal he is willing to trade you the Keystone for a very rare Cube. Cyrus says there's a desert on the other side of the planet. That's where you can find the ruins. Jet Pack back to your spaceship.



SPACESHIP 4

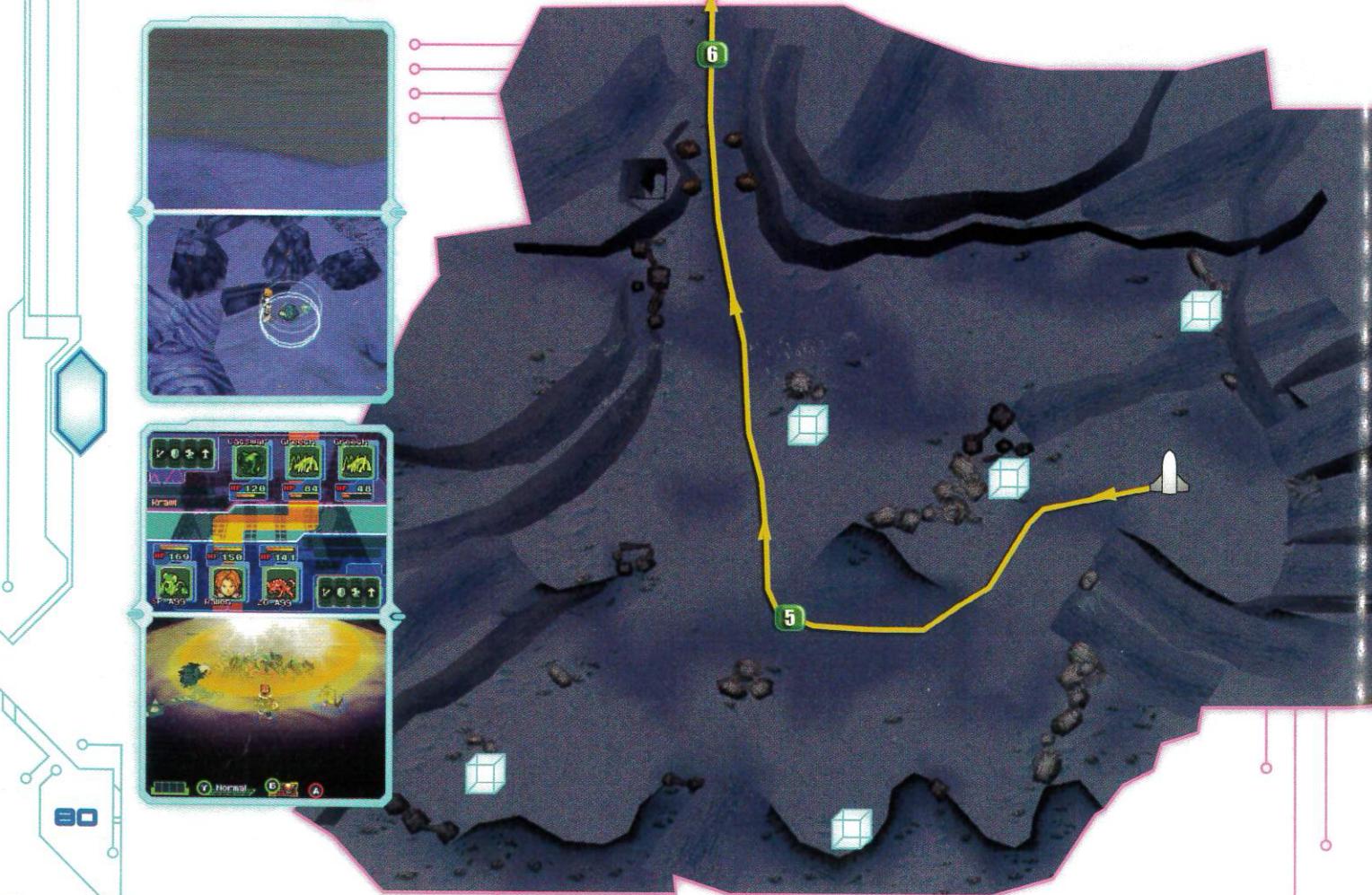
Enter the spaceship and access the control panel. Select the planet P4, spin the planet with the stylus and select Area 3: Desert. Confirm your destination, then hit the sand. In the desert you encounter many vortex Krawl battles. You fight the toughest enemies you've have fought thus far. You will go up against Cacswar, Greech, Gribson, Bagrax, Cree, Petrova, Swatwig, and Mulnoot. Make sure to have some healing items equipped so you can use them during battle. Use CH attacks to make short work of the enemies. If your health gets low, return to the ship with the Jet Pack and heal. Whatever you do, fight them. These battles are important to increasing the power of your Spectrobes and yourself.



There are some really great excavation items in the desert, so make sure to take time to do some digging as well as battle. You can find **Jade**, **Spinal**, **Garnet**, and **Platinum**. Dig in all the Cube areas. You should find **Tau** (enables Nintendo WFC), **Lambda**, **Theta**, and **Nu**.

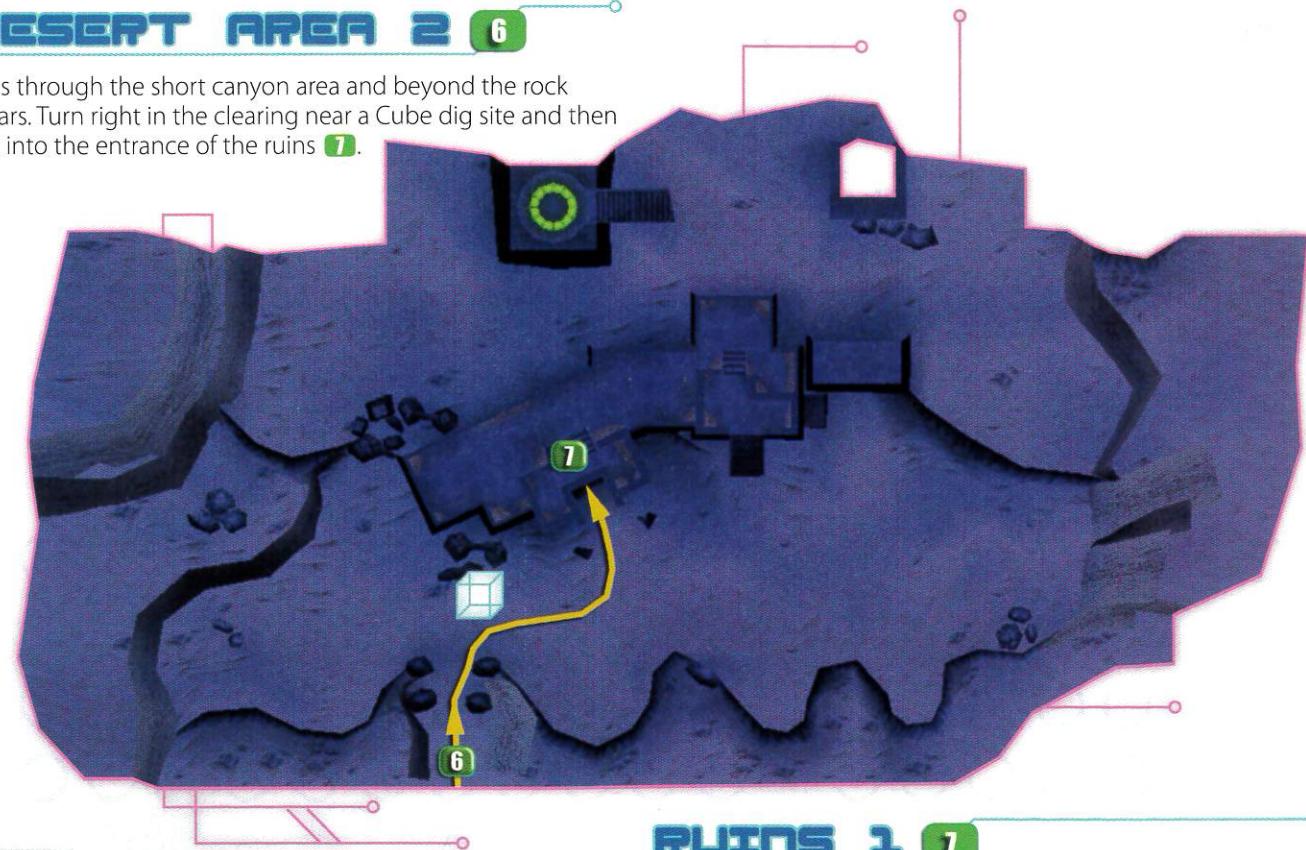
DESERT AREA 1 5

Only the quickest route to the main objective is marked on the map, so don't forget to explore and dig for new items. Exit southwest from the spaceship, then head west past the small ledge 5. Once around the ledge, head northwest into a canyon to reach the next area 6.



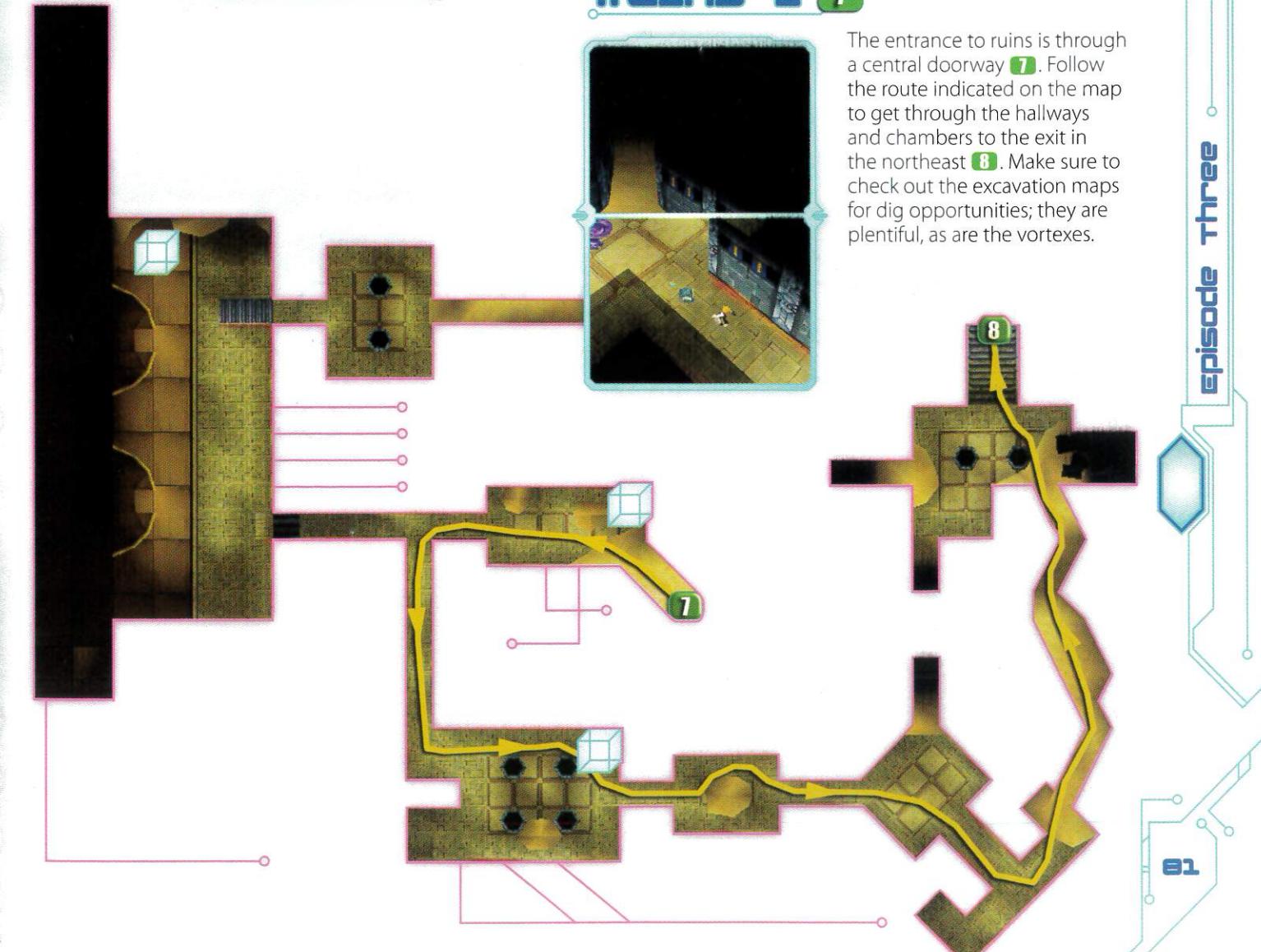
DESERT AREA 2 6

Pass through the short canyon area and beyond the rock pillars. Turn right in the clearing near a Cube dig site and then left into the entrance of the ruins 7.



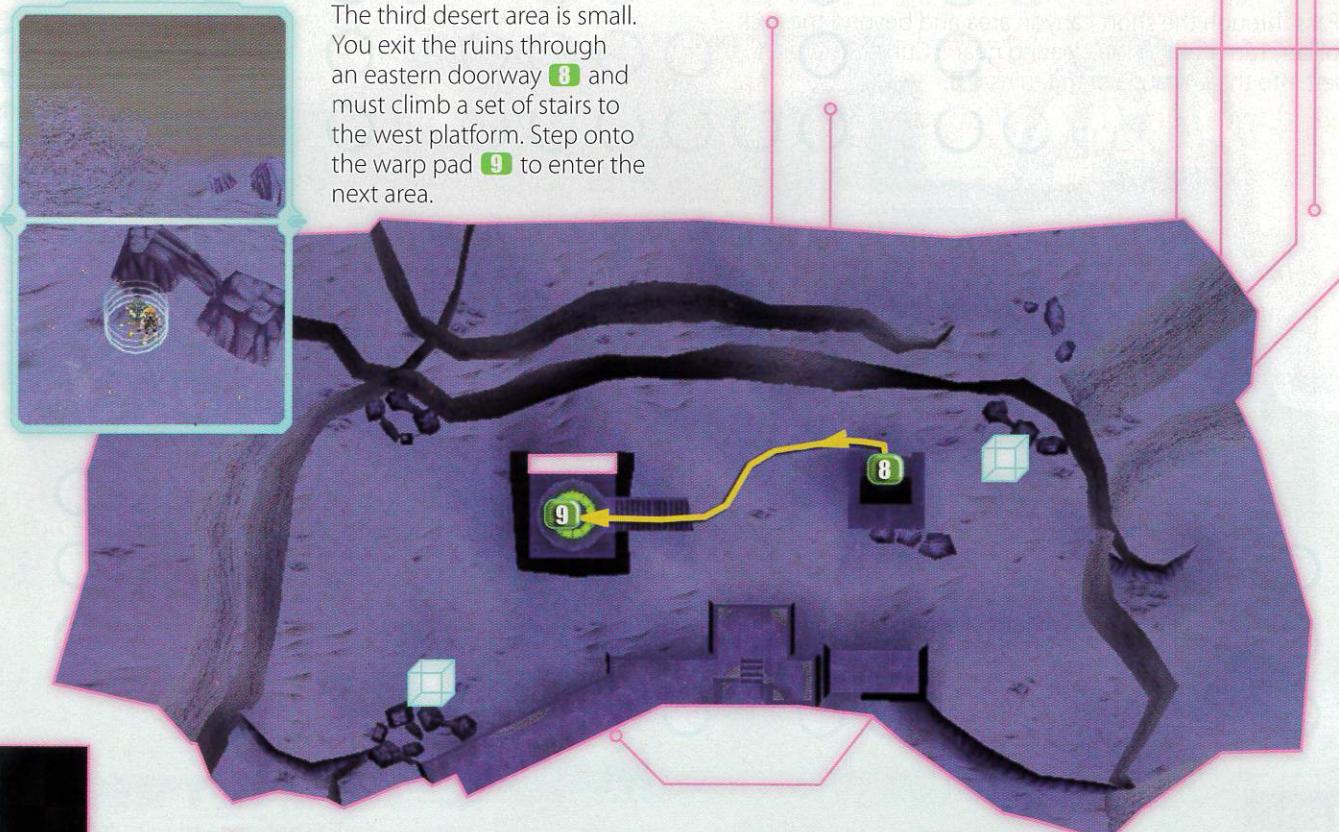
RUINS 1 7

The entrance to ruins is through a central doorway 7. Follow the route indicated on the map to get through the hallways and chambers to the exit in the northeast 8. Make sure to check out the excavation maps for dig opportunities; they are plentiful, as are the vortexes.



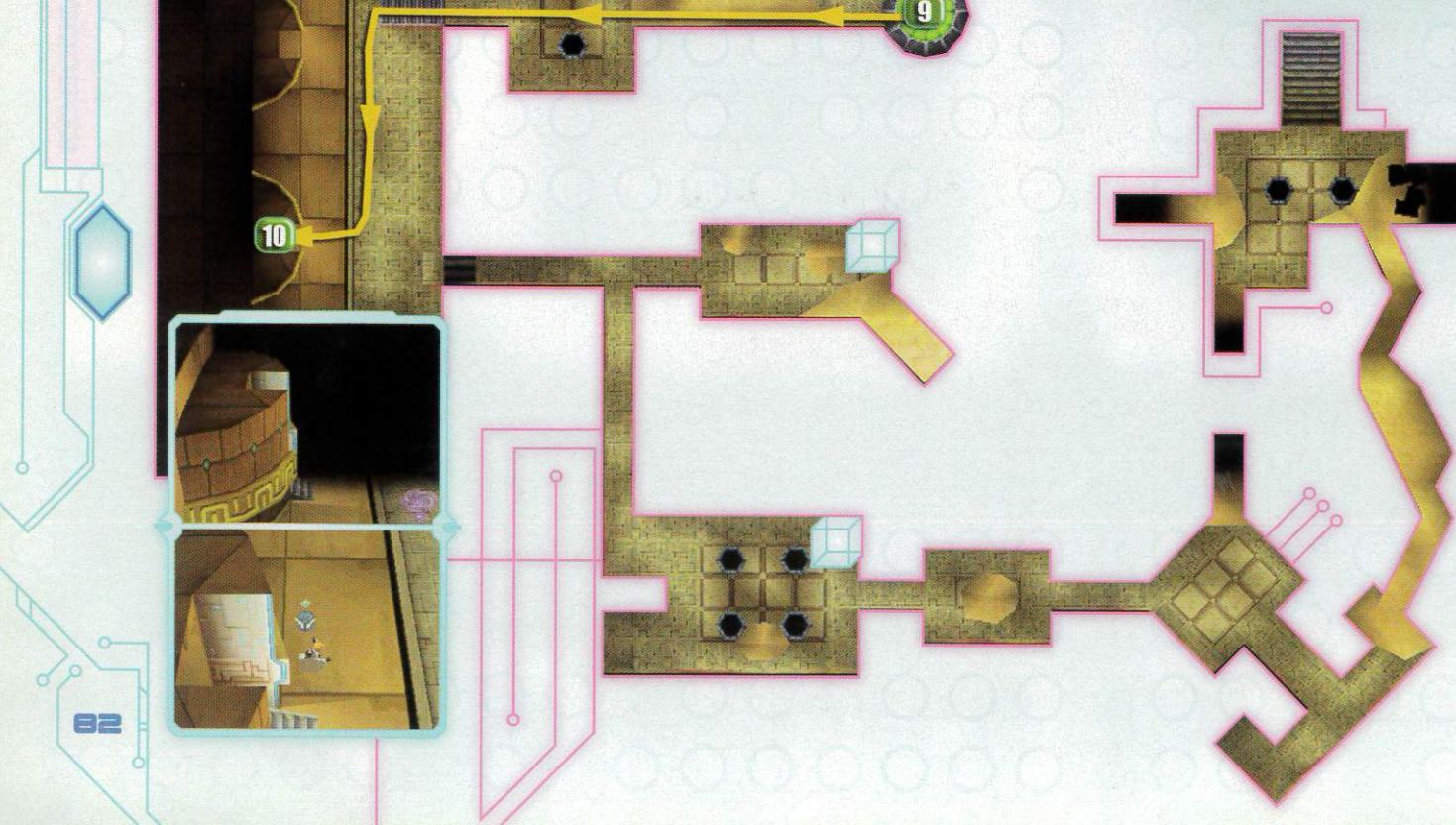
DESERT AREA 3 8

The third desert area is small. You exit the ruins through an eastern doorway 8 and must climb a set of stairs to the west platform. Step onto the warp pad 9 to enter the next area.



RUINS AREA 2 9

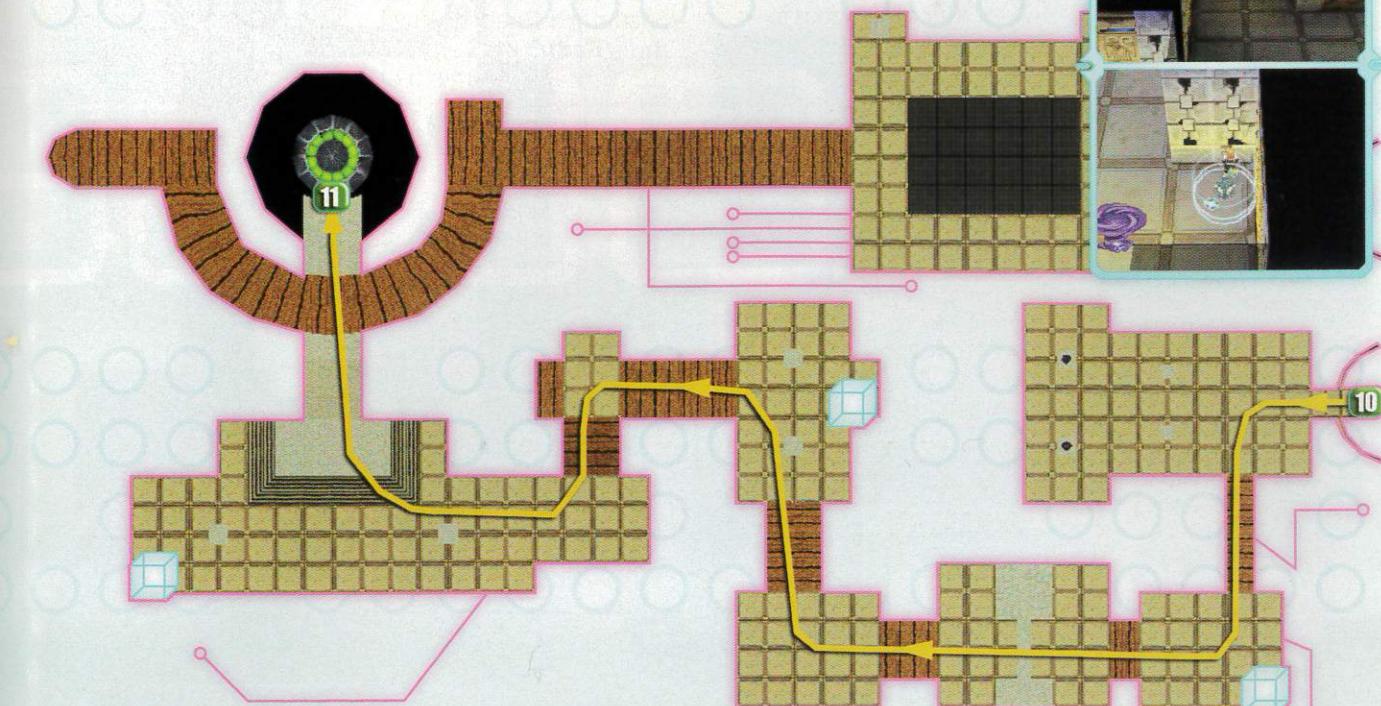
You enter the northern section of the ruins structure you exited just minutes ago. Move west through a small room and continue west until you reach a very large chamber. Head south along the western (leftmost) wall and exit the room through the doorway 10.



82

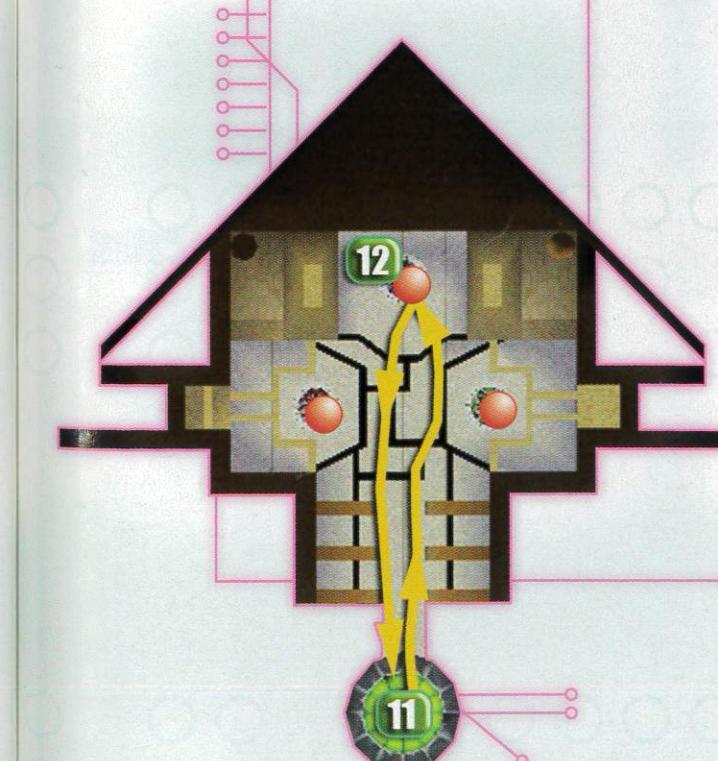
RUINS AREA 3 10

You've entered a large ruins labyrinth through its southeastern doorway. Follow the route on the map to reach the next warp pad. It transports you to the room containing the **Blue Keystone**.



RUINS AREA 4: BLUE KEYSTONE 11

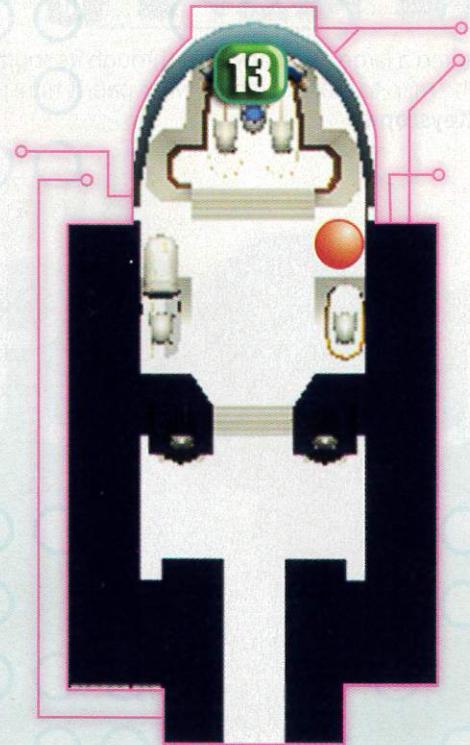
Inside this room are three different colored circles on the floor: green, red and blue. The blue circle 12 at the north end of the chamber contains a **Blue Keystone**. Walk up to it and claim it. Rallen contacts Jeena and explains the strange feeling he gets from this room. He feels its some kind of control room. Jeena explains that some scientists believe that the ruins are part of an ancient spacecraft. You must now return to your spacecraft. You cannot Jet Pack out of the Blue Keystone room, but you can from the previous room. If you choose to go the quick way back to the ship and not explore or dig anymore, then head back to the previous room and Jet Pack back to the ship.



SPACESHIP 13

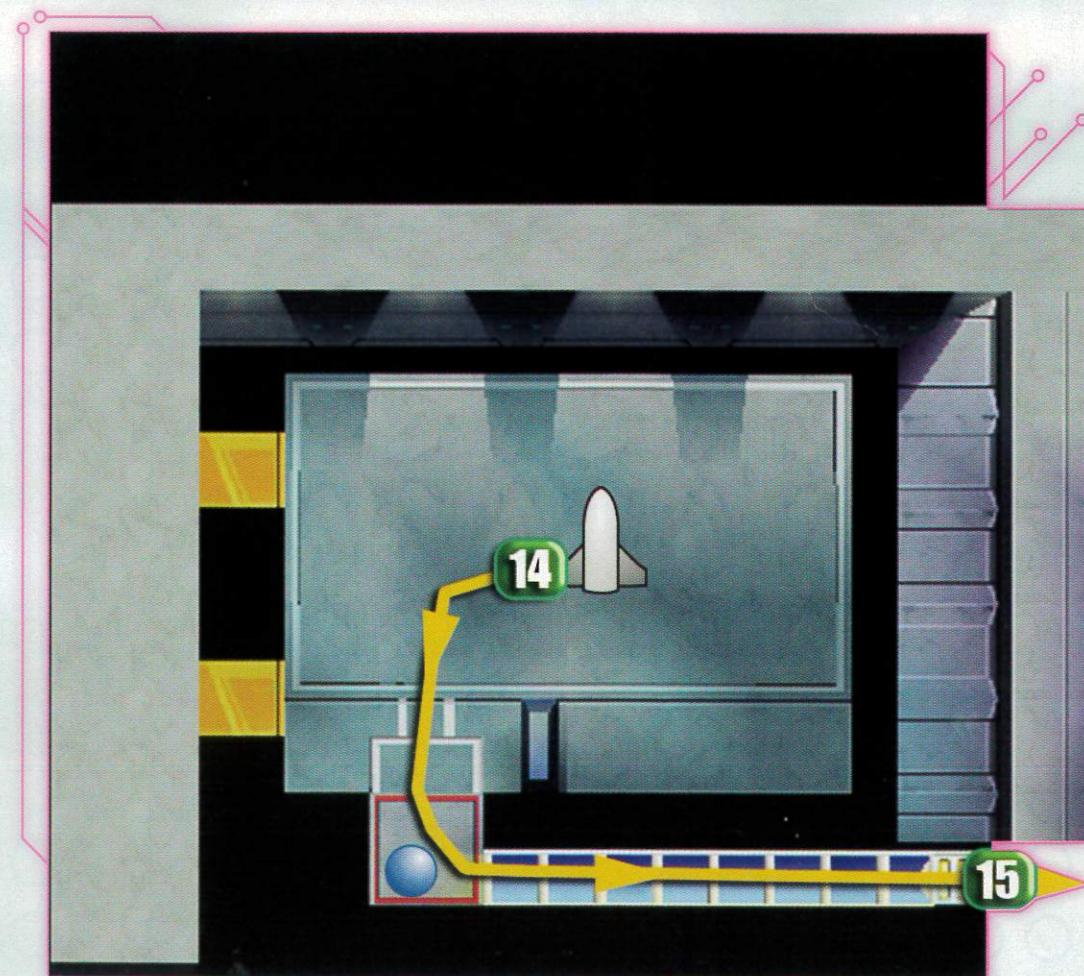


Back at your ship, head to the research floor to awaken new fossils, feed evolving Spectrobes and hand over any new Cubes to Aldous to discover their secrets. Back on the control deck, heal and save. Approach the control panel 13 and select Nessa, the fourth planet. Select Area 1.

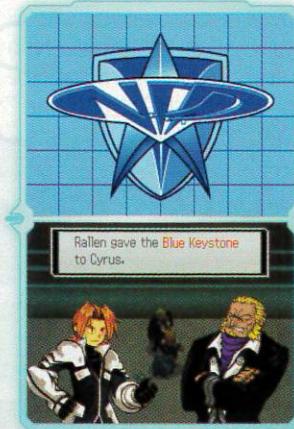


RETURNING TO NESSA 14

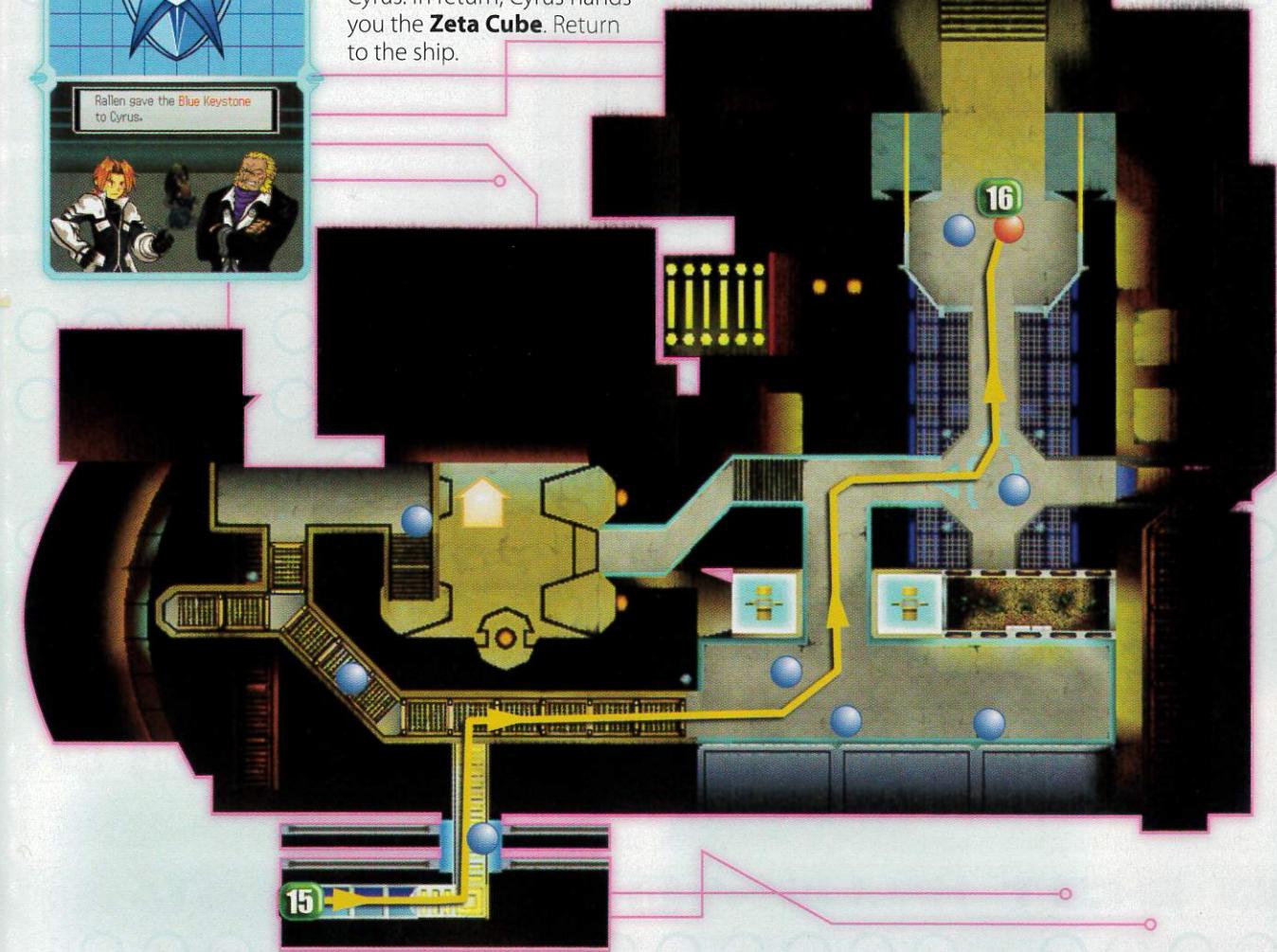
One docked at the Nessa hangar 14, return to Cyrus.



KESTONE DELIVERY 15



Follow the route provided to return to Cyrus quickly 16. Rallen will hand over the Blue Keystone when you talk to Cyrus. In return, Cyrus hands you the **Zeta Cube**. Return to the ship.

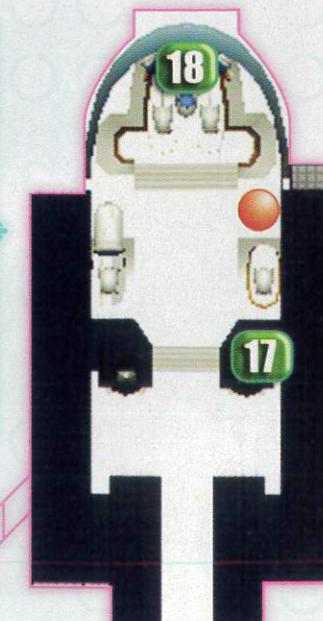


ZETA CUBE ANALYSIS 17



Descend to the research lab on your ship 17 and speak with Aldous. He inspects the **Zeta Cube** and reveals its secrets. The **Zeta Cube** reveals information on evolved Spectrobes. This Cube enables the Incubator to advance Spectrobes to their evolved forms.

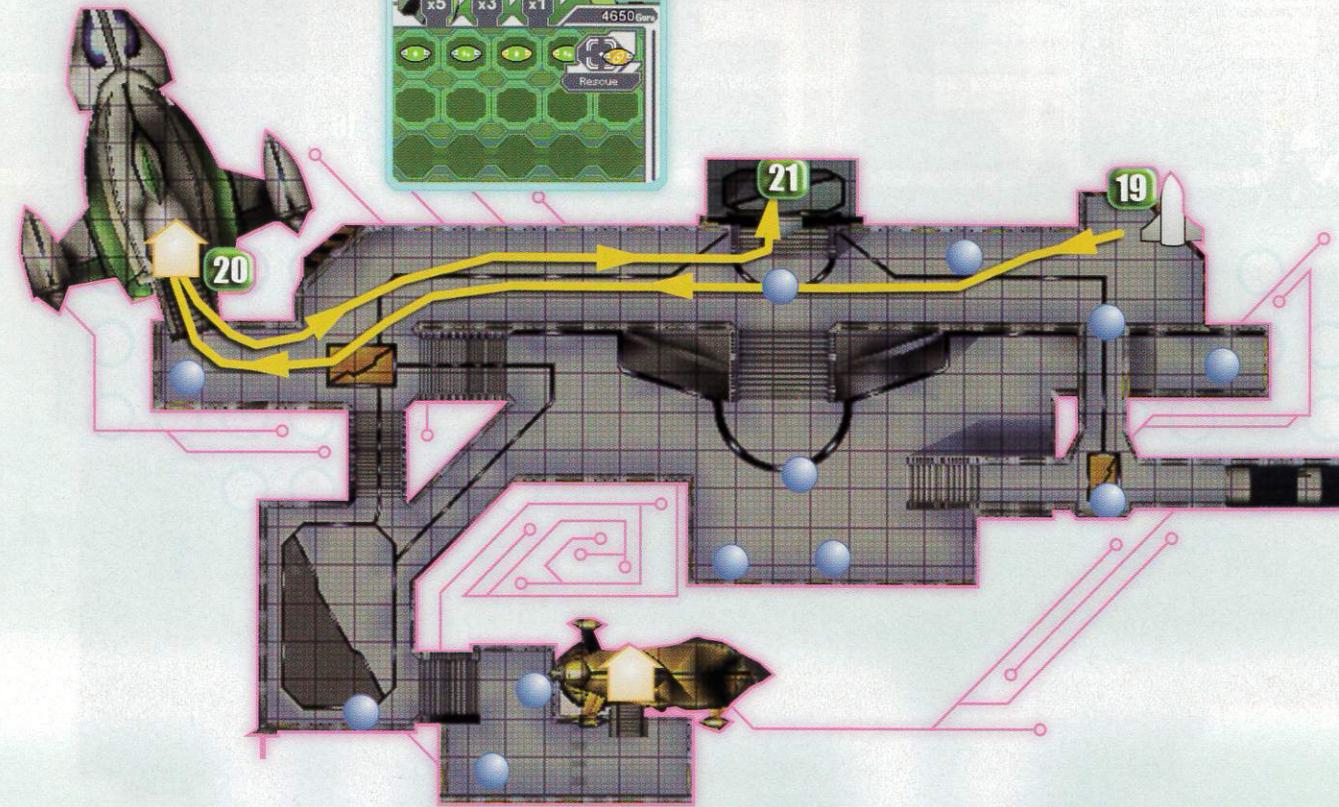
Head back to the control deck and take the ship controls 18. As you try to leave, an urgent message is received from the Commander. Headquarters is under attack! You must return to Kollin at once and defeat the Krawl invasion. Select Planet three (P3), Area 1.



KOLLIN 19



Kollin is under attack! Inside HQ you will encounter many swirling black vortexes. You can avoid them or take on every one of them to raise your skill levels. If you have the money to do so, we suggest you stop by the items shop **20** to pick up healing items that will aid you in battle. With that done, head into the north doorway **21** to enter HQ.



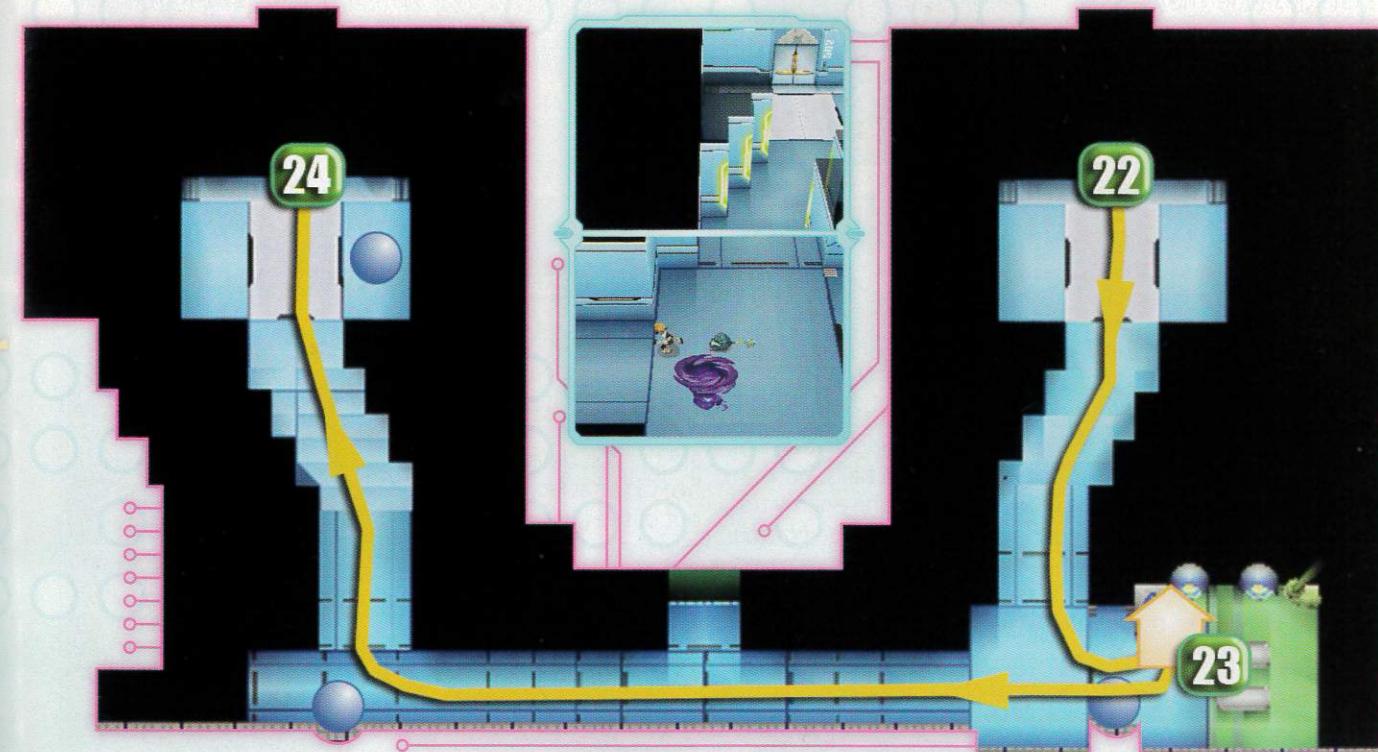
HQ: SHORT HALLWAY 21

Head through this short hallway to the next hallway **22**, where you find the weapons dealer in the Security Center.

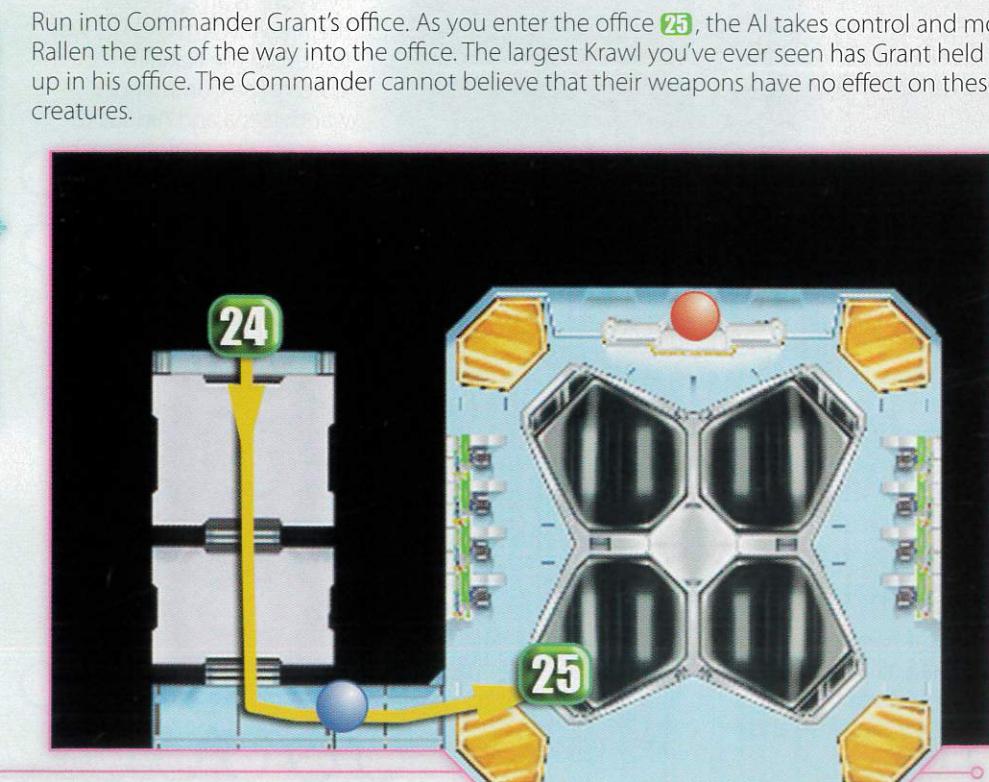


HQ: SECURITY CENTER 22

Head to the weapons dealer **23** avoiding or fighting the Krawl in the hallway along the way. If you can afford it, purchase the next upgrade of sword, glove, blaster, or suit you've had your eye on. After the first boss battle, more items become available, so don't blow all your money. Exit this hall through the northwest elevator **24**.



HQ 25



Run into Commander Grant's office. As you enter the office **25**, the AI takes control and moves Rallen the rest of the way into the office. The largest Krawl you've ever seen has Grant held up in his office. The Commander cannot believe that their weapons have no effect on these creatures.

VILOKKEN BOSS BATTLE

The largest Krawl is a Gyforma. It has 500 HP and a powerful charge attack. And by "charge" we mean physically running into you. This can be avoided by dodging or staying out of its charge range. The Gyforma is supported by two Krawl that seem very similar: Gyreel and Gyroll. Each has 300 HP and shoots a very damaging plasma attack. Two hits from one of these plasma attacks will take you out unless you are wearing the Lvl 4 Suit. It's important to avoid these attacks. In fact, avoidance is the key to survival in this battle.



Stay as far from the enemy as possible during this battle. Begin charging your CH attack from the beginning. The support enemies fire plasma beams and plasma balls. Plasma beams will not come into play unless you fight the enemy up close. This is not recommended. However, you will see plasma ball projectiles. These are fired when fighting from a distance. Step to the side as you see the plasma projectile approaching and keep moving so the attack passes by each member in your party.



When you hit the enemy with a group CH attack (both L and R buttons), the enemy is knocked back to the opposite side of the battle arena. They are temporarily stunned. As soon as you have control again, begin charging your next group CH attack. Avoid running around too much; this makes it harder to avoid the plasma ball attacks, as you cannot see them until they are too close and unavoidable.



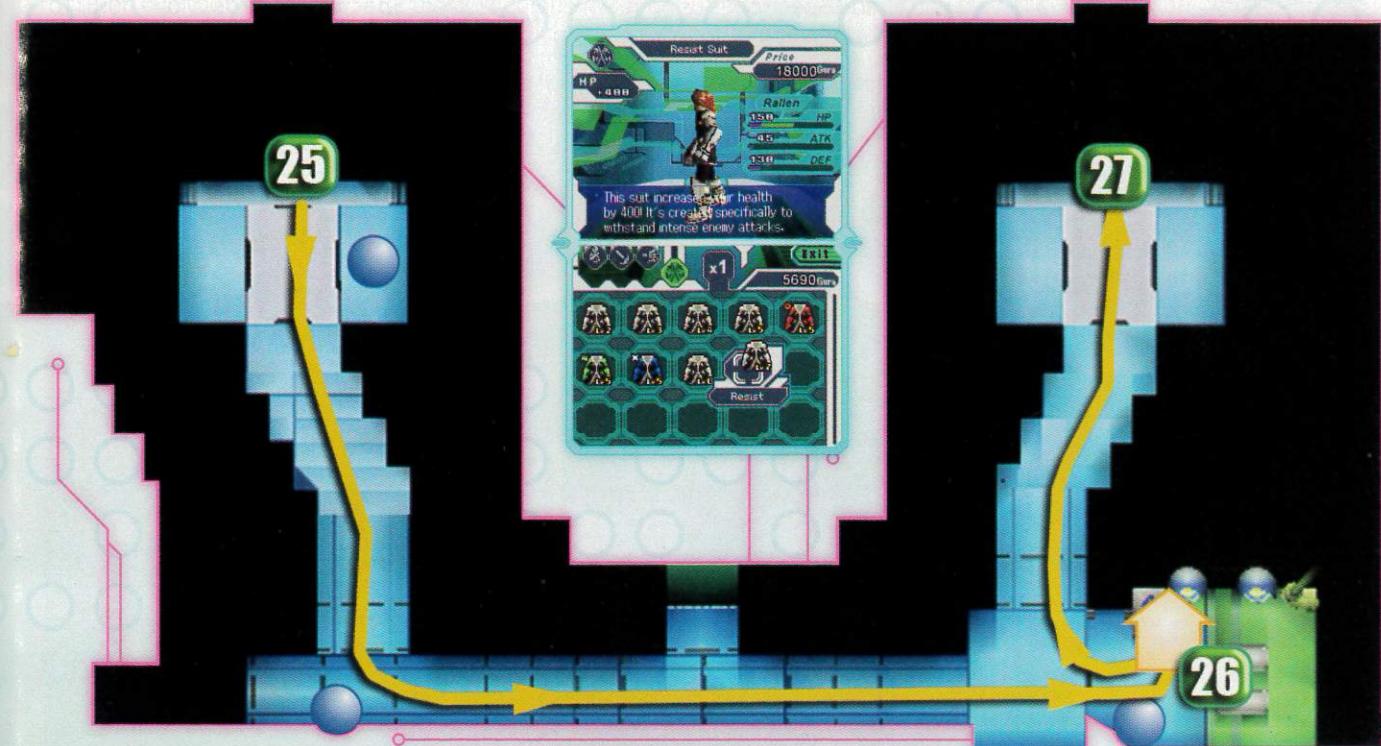
Physical attacks do very little damage. This battle will be won with multiple group CH attacks. The Gyreel and Gyroll are the first defeated: after five CH attacks. Once they are out of the picture, the battle is much easier, as the Gyforma's running charge attack is very easy to avoid. Continue using CH attacks until the boss is defeated.

**AFTERMATH**

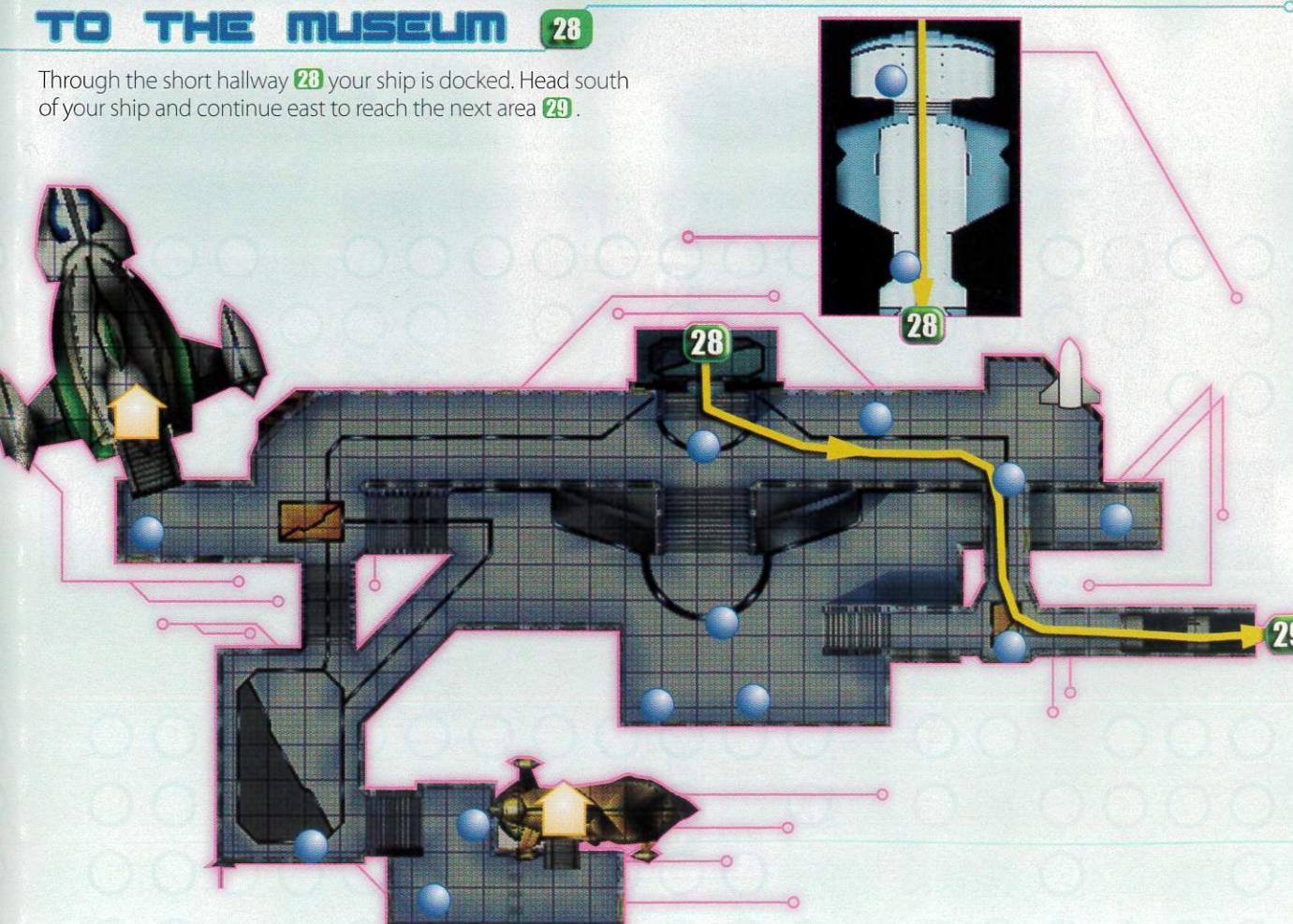
Everyone is an agreement; the Krawl swarm is on its way to devour the Nanairo solar system. The Commander wants Jeena and Aldous to work on a strategy to repel this invasion while you get some rest. After you are rested up, you have to interview some witnesses. Your next destination is the museum on Nessa to talk to Webster about the Keystone. Leave the Commander's office.

**HQ: SECURITY CENTER 26**

Stop by the Security Center 26 and check out the new items available. There are now level 2 through 7 Gloves, Swords, Blasters, and Suits. There are multiple Suits of the same level that offer different features. Purchase what you can, then exit through the northeastern elevator 27 back toward the ship.

**TO THE MUSEUM 28**

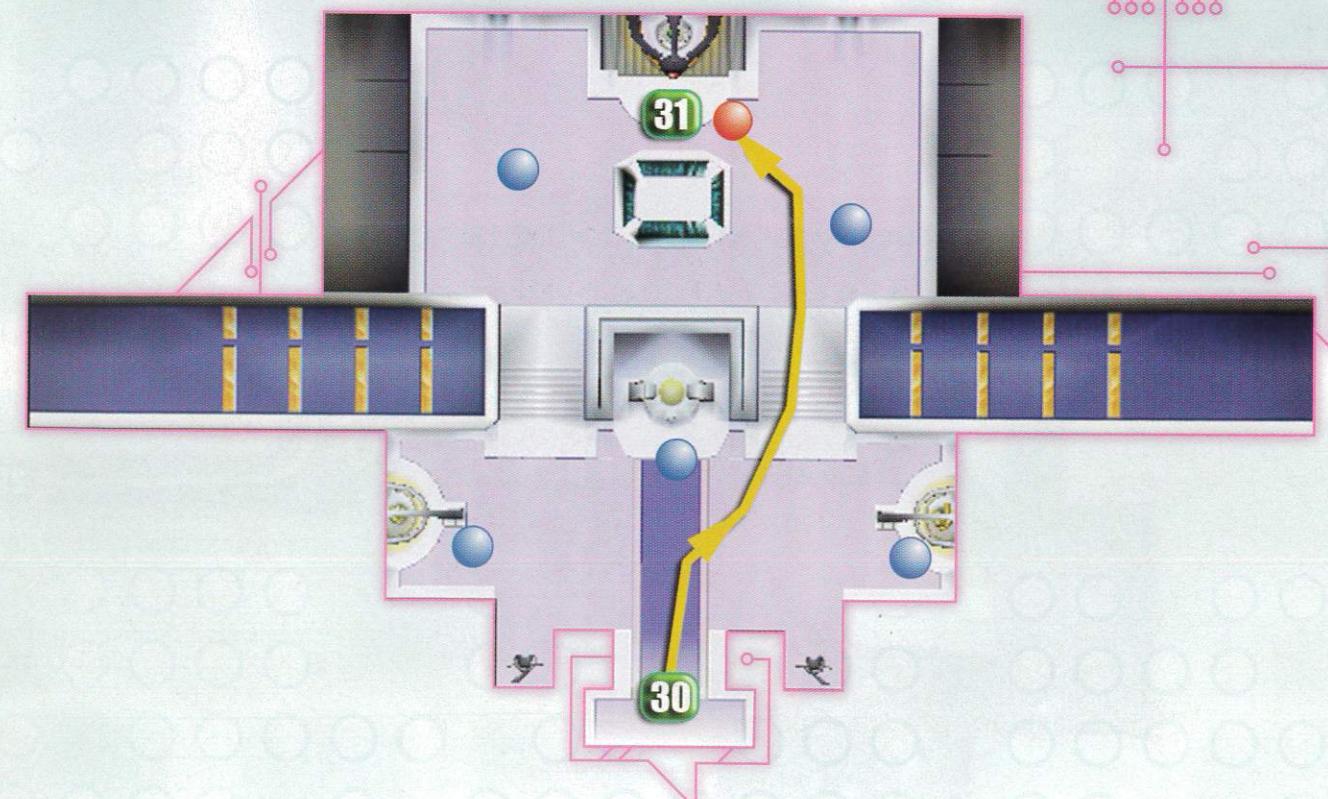
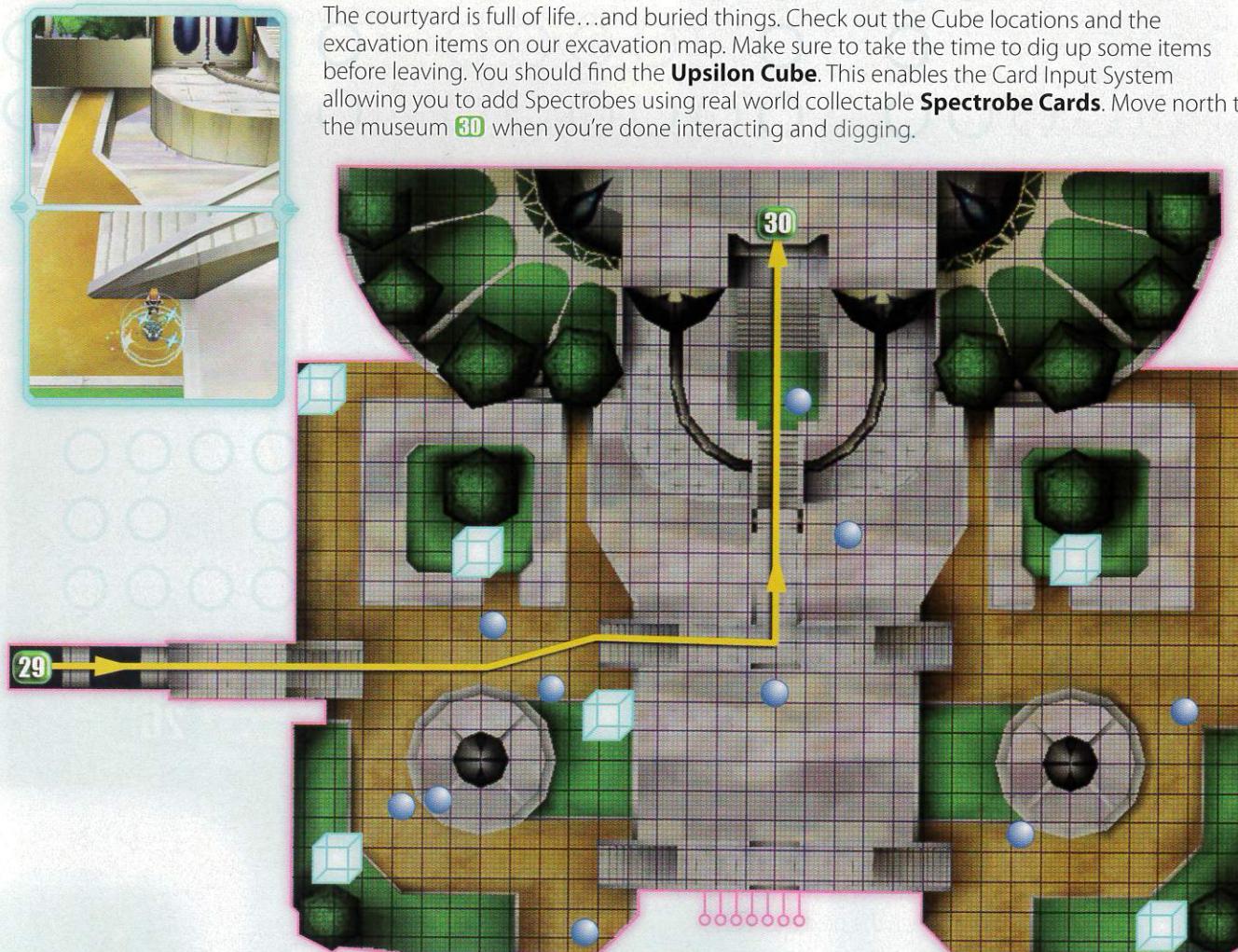
Through the short hallway 28 your ship is docked. Head south of your ship and continue east to reach the next area 29.



COURTYARD

29

The courtyard is full of life...and buried things. Check out the Cube locations and the excavation items on our excavation map. Make sure to take the time to dig up some items before leaving. You should find the **Upsilon Cube**. This enables the Card Input System allowing you to add Spectrobes using real world collectable **Spectrope Cards**. Move north to the museum 30 when you're done interacting and digging.



MUSEUM

30

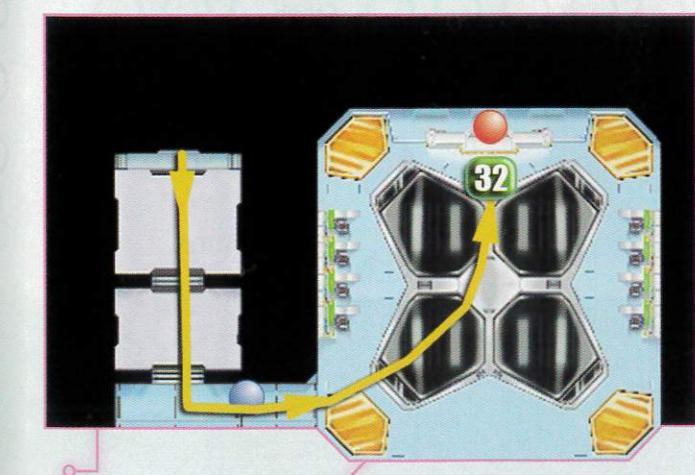
Inside the museum, up either set of stairs in the back of the room 31 is Webster, the museum curator. Speak with him. He's very proud of his glowing green stone and is quite surprised to hear that you've seen a similar one of different color. You quickly deny seeing this stone as Jeena requests your presence back at HQ. Return to Commander Grant's office.



HQ: GRANT'S OFFICE

32

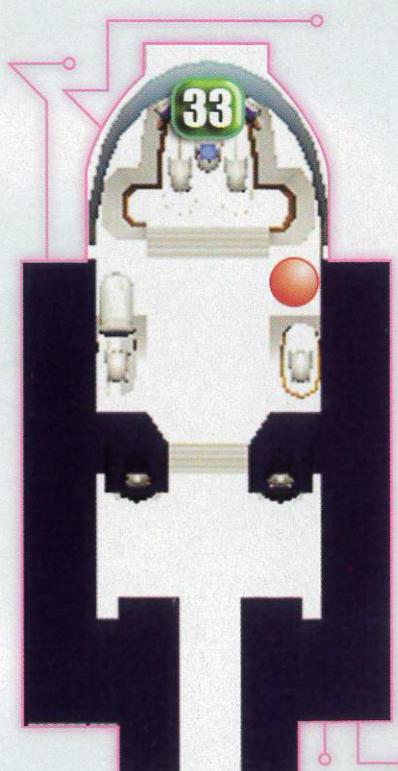
Talk to Grant. Aldous reports that the Krawl you battled was a scout. They arrive first before the large-scale attack. It won't belong before they establish a nest somewhere in Nanairo. From this nest they will launch a full-scale attack on all the planets. Finding the nest is of the utmost importance. Commander Grant orders you to Ziba, the fifth planet to contact Professor Kate. She's reported Krawl sightings. Return to your ship.



THE SPACESHIP

33

Talk to Jeena, who's aboard the ship. She claims she has applied demagnetizing coating to the ship to fly through magnetized areas such as the atmosphere around Ziba. Access the control panel and select the fifth planet (P5), Area 1. Problems arise as you approach Ziba. The magnetic field is stronger than Jeena predicted. An emergency landing is attempted. Everyone is safe, but the spaceship is unable to leave before it is repaired.

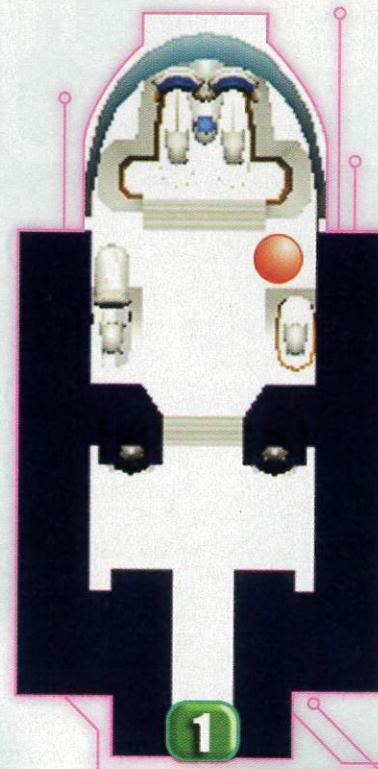


EPISODE FOUR

RED & GREEN KEYSTONES

SPACESHIP

Jeena applied a demagnetizing coating to the ship in an attempt to pass through Ziba's two moons unusually strong magnetic pull. The modification was not enough. A crash landing was made. Everyone is safe, but the spaceship is unable to leave before it gets repairs. Your mission is to find Professor Kate on Ziba and repair your ship.

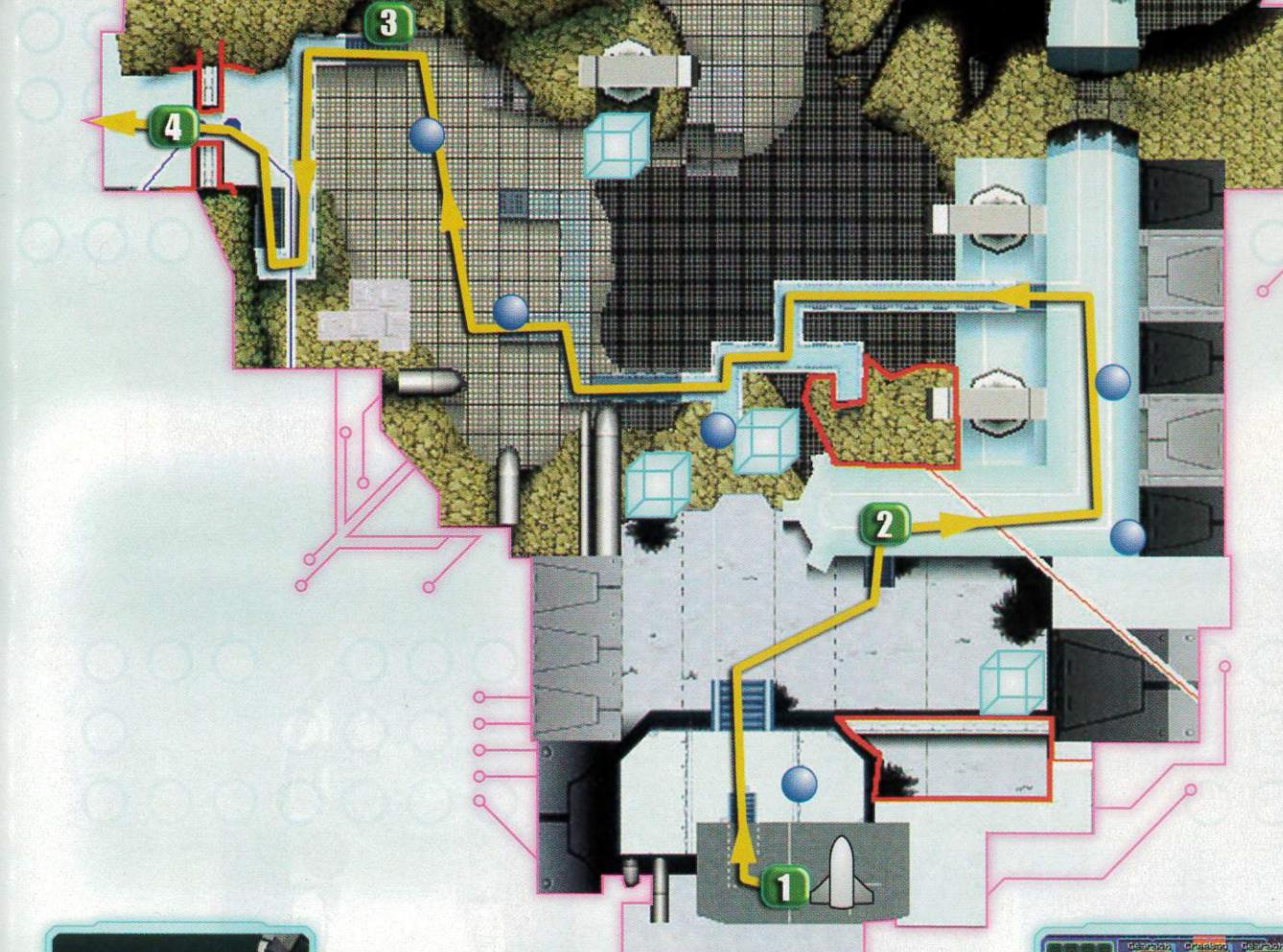
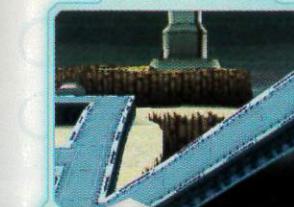


- ▲ SHOP
- CUBE
- IMPORTANT CHARACTER OR ITEM
- NPC
- ◆ SHIP LOCATION



ZIBA: AREA 1

On Ziba you will run across many of Professor Kate's assistants who all seem to be helping her in important research. You will encounter many vortexes and battle different combinations of Bagrach, Gearach, and Creebag—all of which have 250 HP each. Practice using individual charged CH attacks; you can inflict a lot of quick damage to one or two close enemies as opposed to a moderate amount of damage inflicted using group CH attacks.



Dig in all the Cube locations indicated. You should be able to uncover the most recent Cubes available (like **Zeta**, **Theta** and **Lambda**), but nothing new.

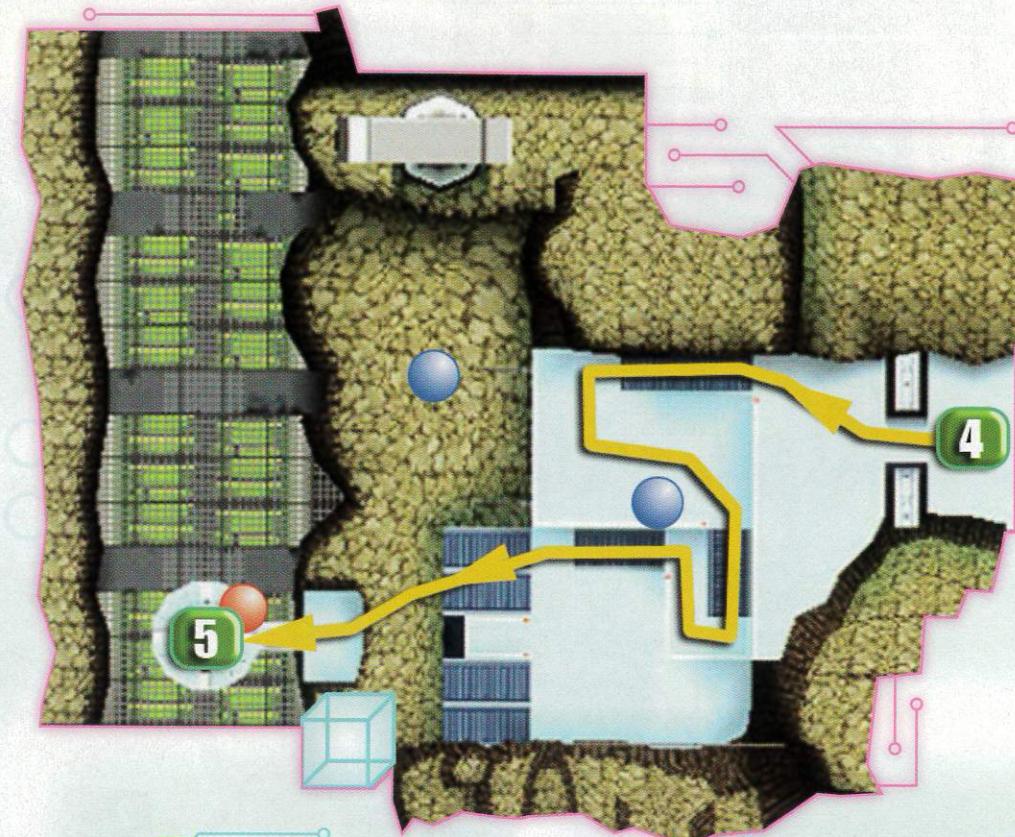
Leave the ship **1** north down a few set of stairs, then northeast to find another set of stairs **2**. Many vortexes await you in this area; don't avoid the battles. Continue northward to find a catwalk-like pathway leading west. Follow the route to the next clearing and head north to a set of steps near a canyon wall **3**. Take the stairs up to access the next area **4**.



ZIBA: AREA 2



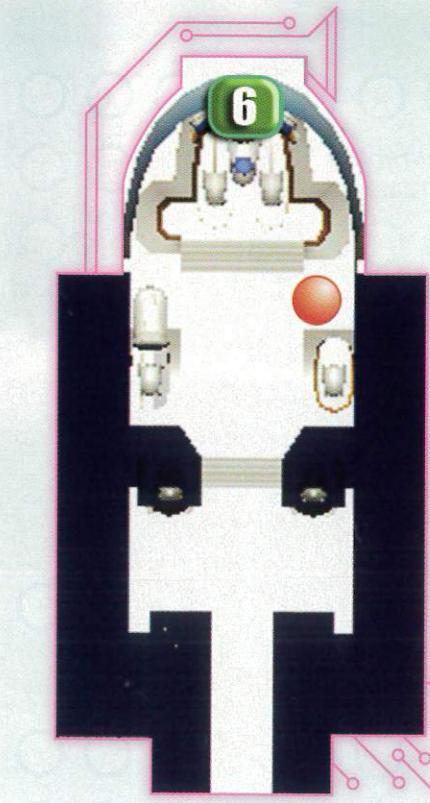
Follow the paved platforms down the winding stairs until you reach a steep ramp. Go down the ramp to the ground. Professor Kate **5** can be found due west of the steep metal ramps. She stands near a Red Keystone. Speak to her; she's concerned for the planet's safety from the Krawl. She believes the vortexes are responsible for the two moon's unusually high magnetic pull. She gives you a **Demag Unit** to help your ship with the magnetic fields. Select your Jet Pack and return to the ship.



SPACESHIP

6

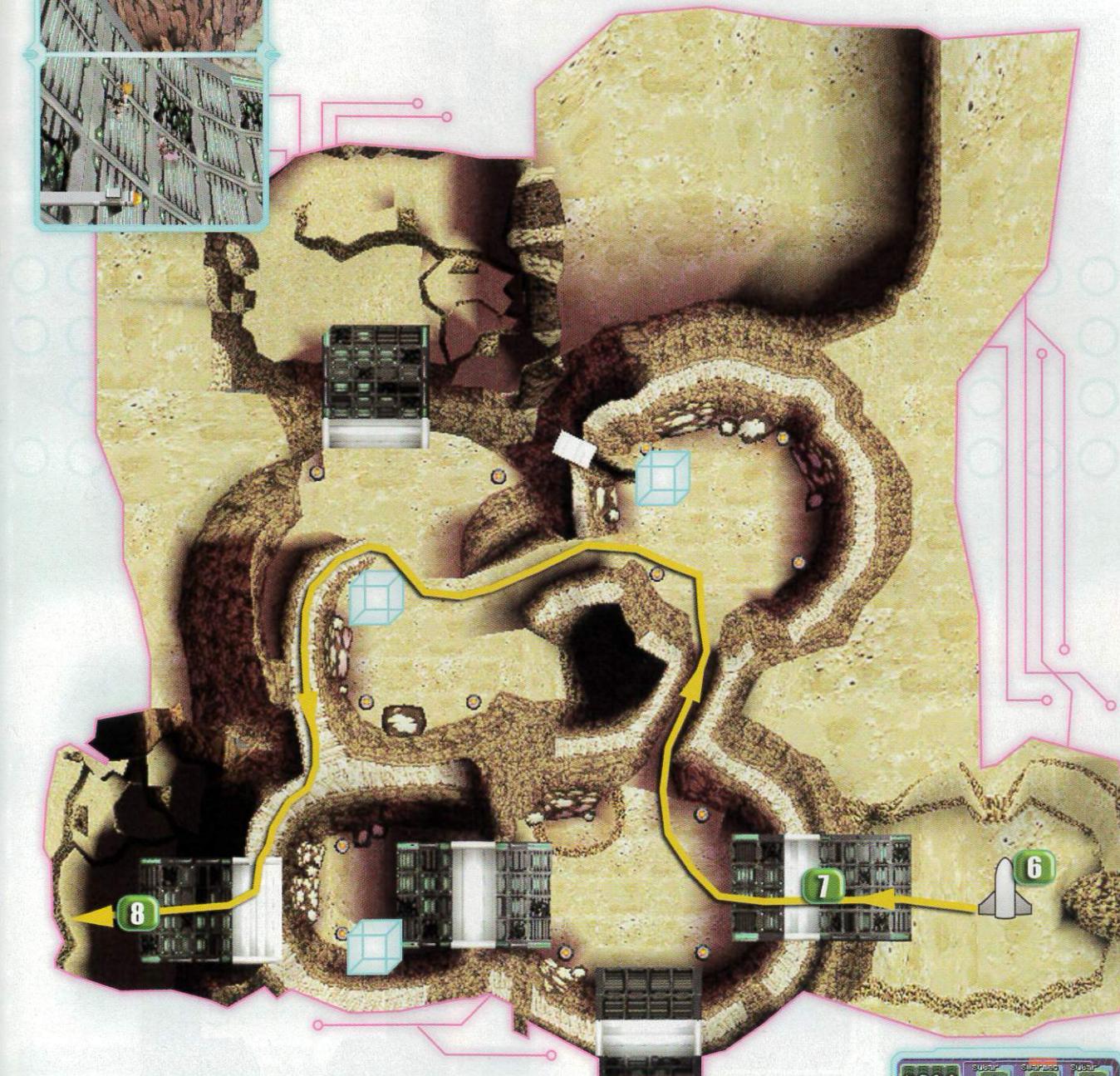
Talk to Jeena aboard the spacecraft. Hand over the Demag Unit that the professor gave you. Jeena installs the unit and the spacecraft is ready for takeoff. Chart a course for Ziba's moon Akaboshi. Select P5, Area 3. You must select the moon's area tag as it spins around the planet and then confirm your choice. Just make sure when you land that the moon has pinkish rocks.



AKABOSHI



Once on Akaboshi, head west up the very steep slope **7**. If you get to a point where you cannot go up any further, move to the south or north a bit and continue up the steep ramp—there are areas that keep you from progressing upward. On Akaboshi you fight Subar, Swarmec, and Stobic. Again, don't run from fights, meet them head-on; it only makes you stronger, thus making the boss fights easier.



Excavate the Cubes illustrated on our maps. You'll find **Kappa** and **Iota** Cubes. **Iota** unlocks terrain options in the Incubator.

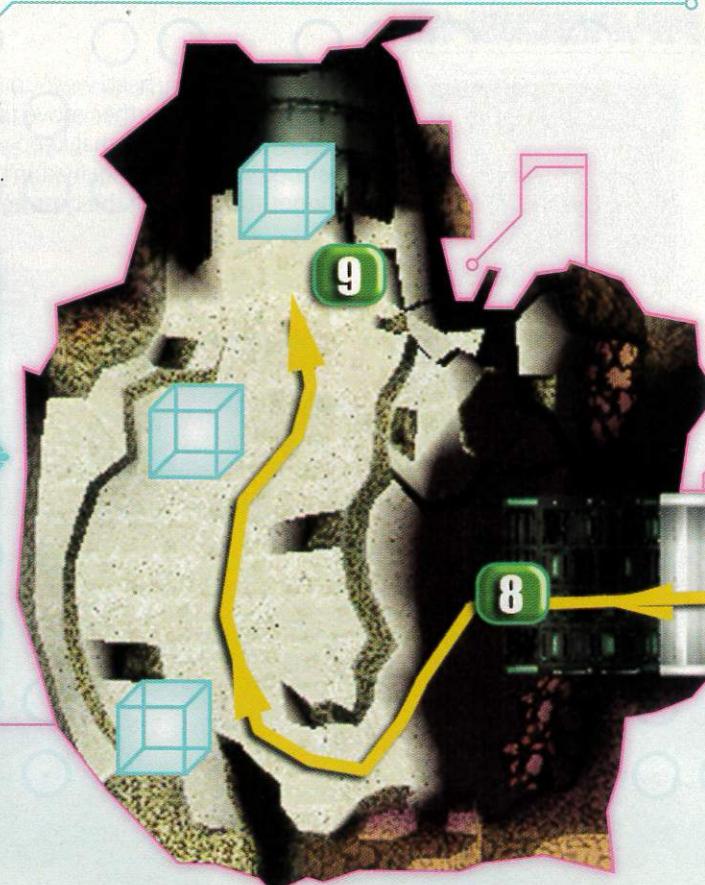
Follow the path through the plains, canyons, and along the narrow pathway to another steep metal ramp **8**.

AKABOSHI: CLEARED

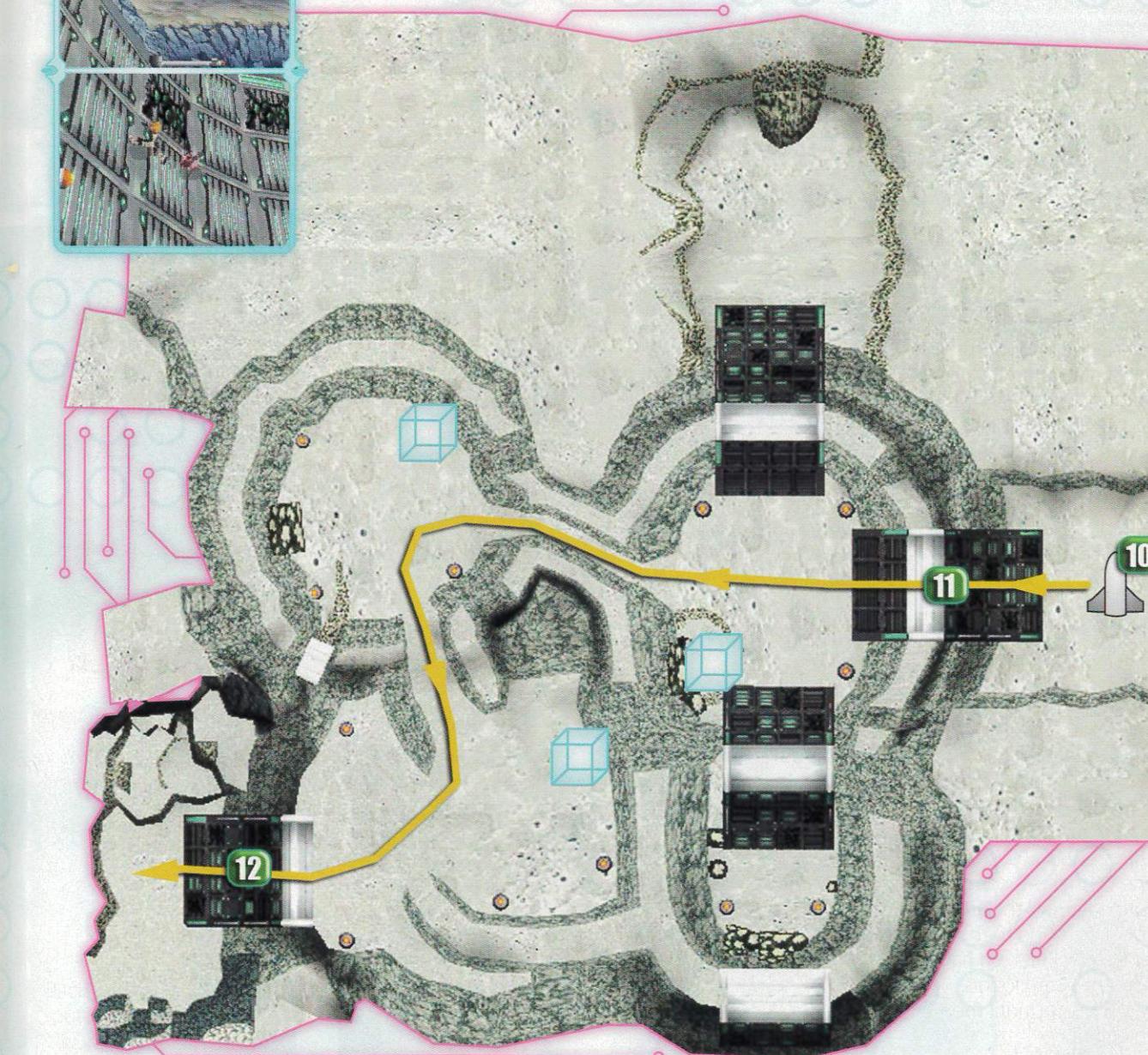
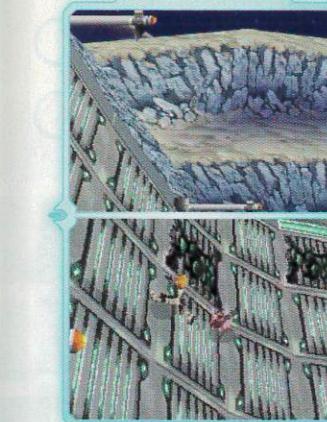
Head down the ramp **8**. Move south, then north through this small map. When you reach a certain point, Jeena will contact you. You've come up empty handed. Excavate the final Cube area to the north **9** and Jet Pack back to the ship.

**SPACESHIP **10****

Talk to Aldous and have him inspect your new Cubes. Awaken any new Spectrobes and attend to your incubating friends. Play with the new terrain options in the Incubator. Save your game and then fly the ship to Ziba's other moon, Aoboshi. Choose P5, Area 2.

**AOBOSHI**

Make sure you are on the right moon when you step off the ship. Aoboshi's rocks are bluish in color. Head over the large metal ramp **11** and make your way west. You will do battle with Subar, Stobic, and Swarmec on this moon. Follow the route southward and over the next steep ramp **12**.

**BOSS BATTLE: BAOS**

This area is similar to the second area on the last moon. Head over the ramp **12** and around the south bend, then north. Excavate the first Cube area to find a **Rho Cube**—if it is not here, it is somewhere on this moon in one of the indicated Cube locations. Continue northward and you'll run into a boss Krawl **13**.





The Krawl enemies that make up the Baos boss group are: Shanka, Skessa, and Skiva. Shanka and Skiva each have 220 HP, and Skessa, the big boss, has 500 HP. You naturally tend to pull back to the outer rim of the battle arena to avoid the enemies. However, in this battle, doing so will give the enemy an advantage. Skessa, the largest Krawl, is a large, drill-like enemy that charges toward you and attempts to inflict contact damage. The damage is not

all that great, but if it hits enough it will wear you down.

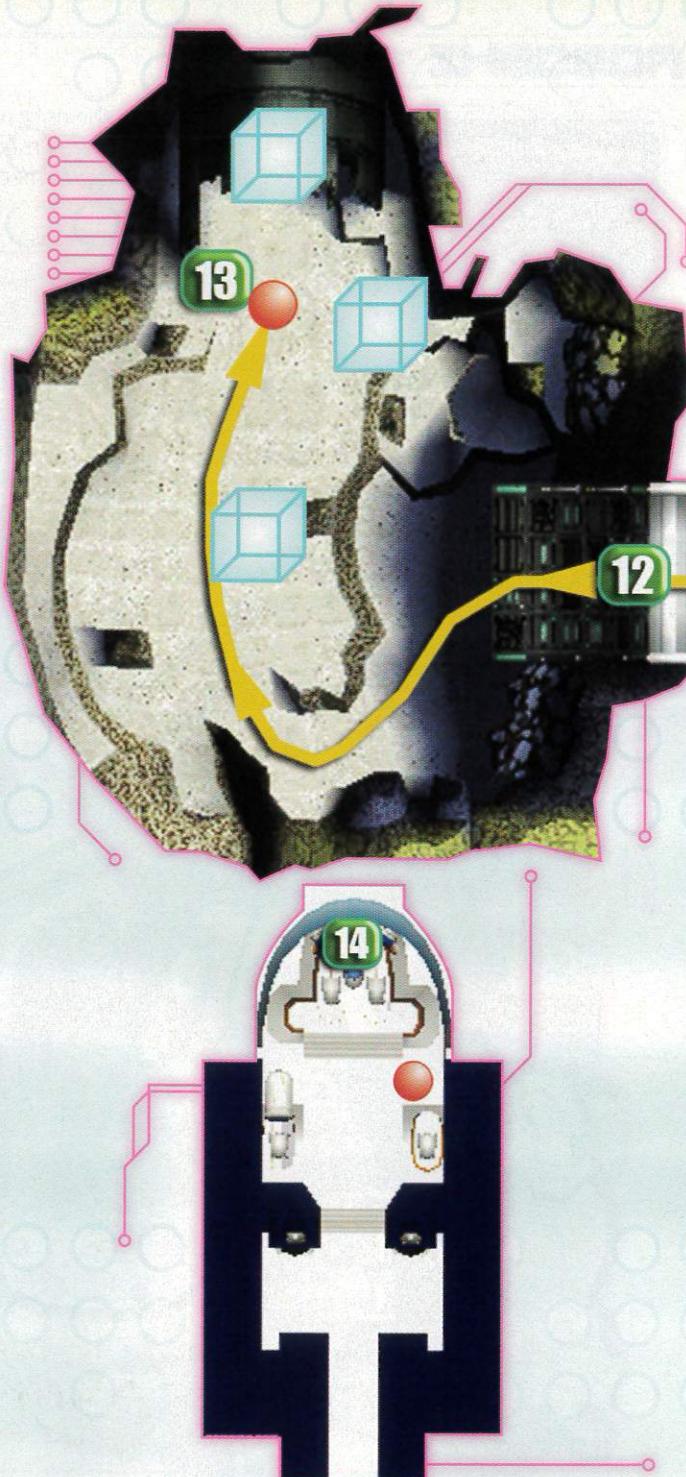
To win this battle, begin charging for a special CH group attack and dodge the initial rush attack by running to the left or right. Once Skessa passes behind you move to the center of the arena while continuing to charge the CH attack. The enemies begin moving counterclockwise around the perimeter of the arena. You can cut them off and hit them with a single Spectrobe's charged CH, but it's much safer to remain in the middle and to hit them with charged CH.

If you go this route, it's important to get the charge up as quickly as possible and release the attack as soon as it is charged. Because, once the enemy makes a complete revolution around the arena they begin moving to the center to attack. Let'em have it before they can do this. Repeat this tactic until they are defeated.

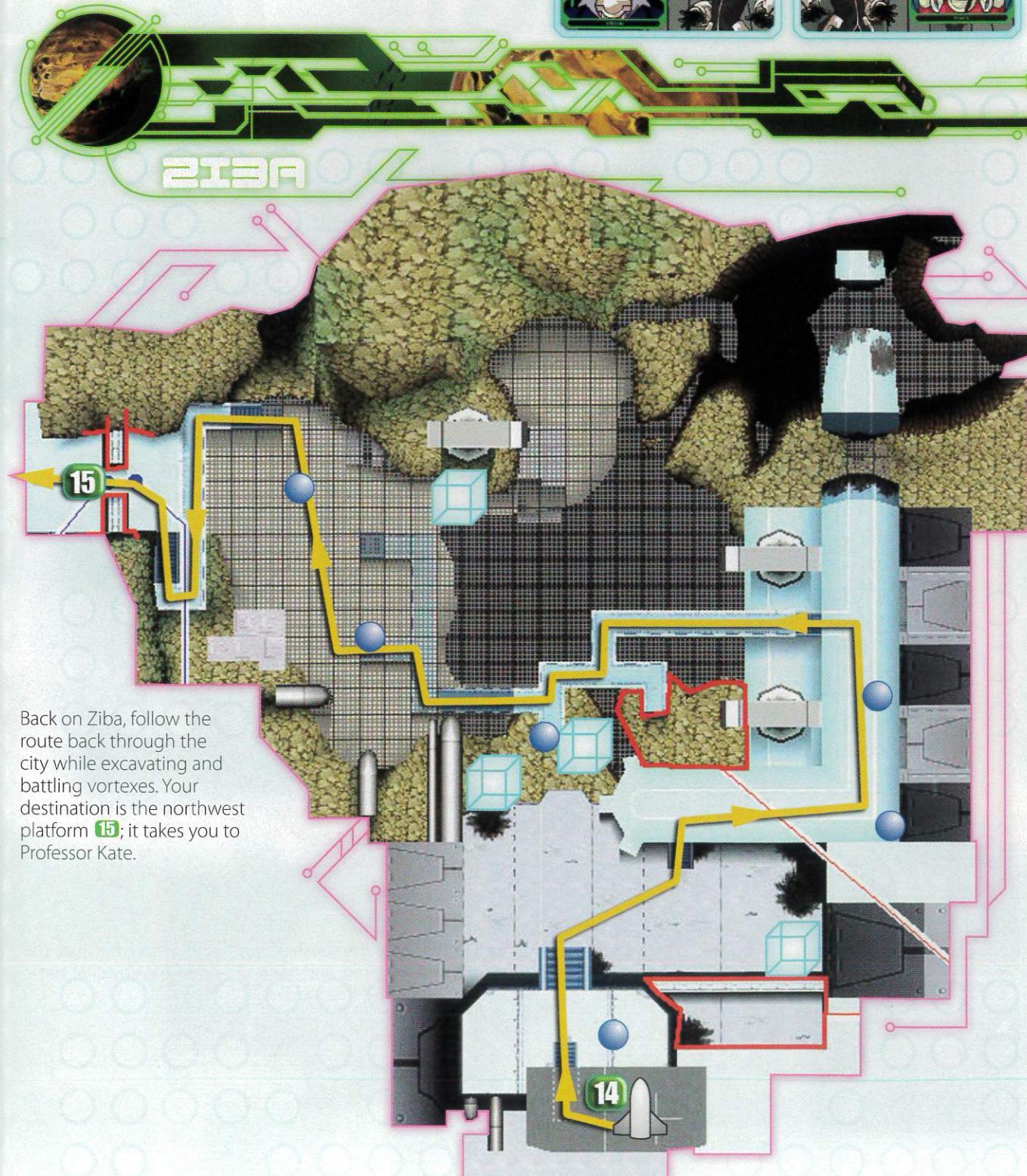
After the battle is won
the moons around Ziba
slow down. Jet Pack back
to the ship.

SPACESHIP 14

Speak with Aldous with the **Rho Cube** in your possession and he'll reveal its inscription about Color Awakening. Access the Lab System and choose "Awaken." Move a fossil up to the top screen and the "normal" and new "color" awakening option can be found on the left side of the screen. Press "Start" and try changing the volume of your voice until the Spectrope wakes up. This gives you the power to control the color of your awakened Spectrope.



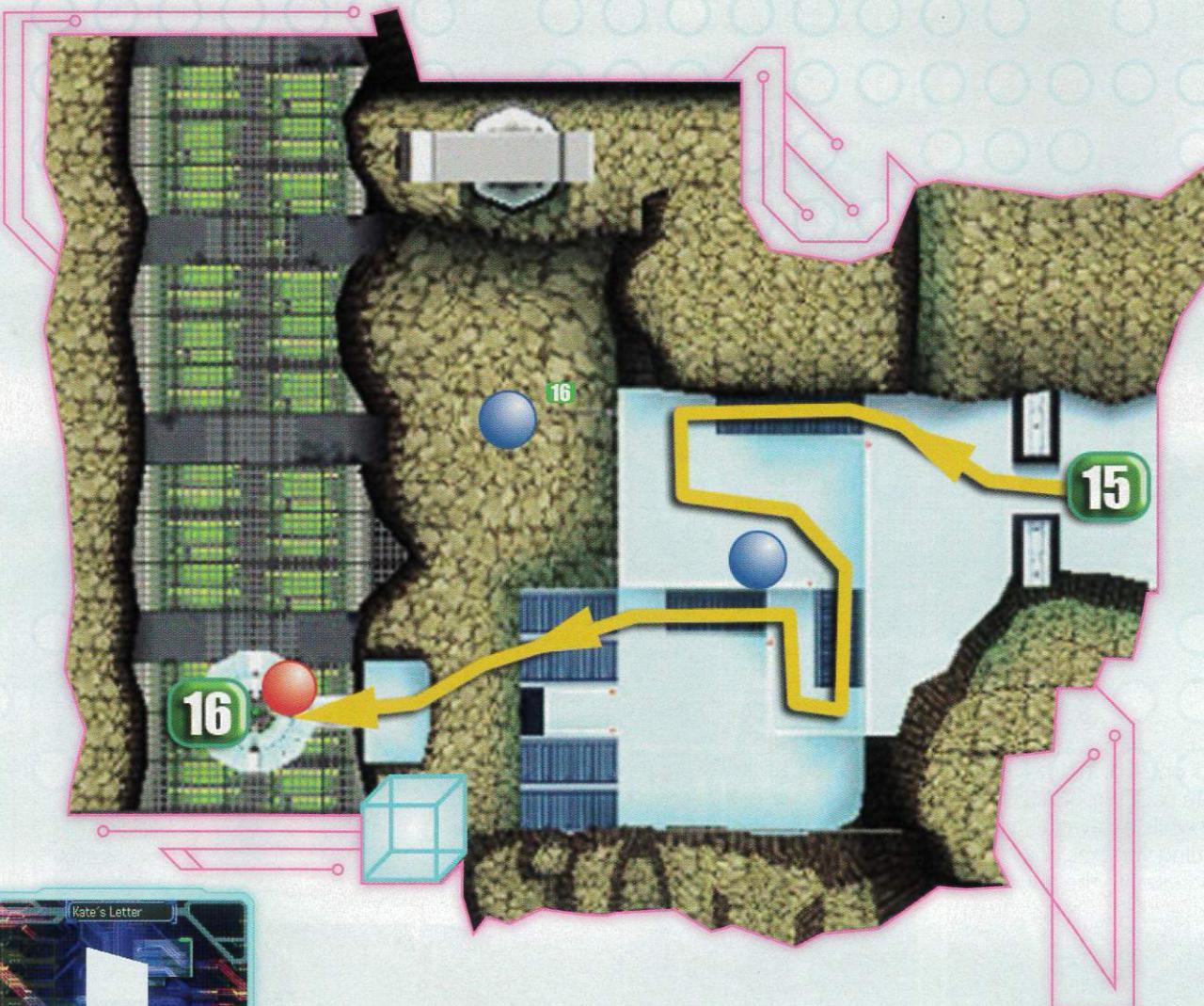
Head up to the deck and take the ship controls. Commander Grant contacts you. He says Meido, the seventh planet, has completely vanished from radar. They believe it's still there only covered in black vortices. Your ship does not have the capabilities to reach the distant planet of Meido. Professor Kate, who's been eavesdropping, has an idea how to get you to that planet. You must now return to Ziba (P5) Area 1.



PROFESSOR KATE



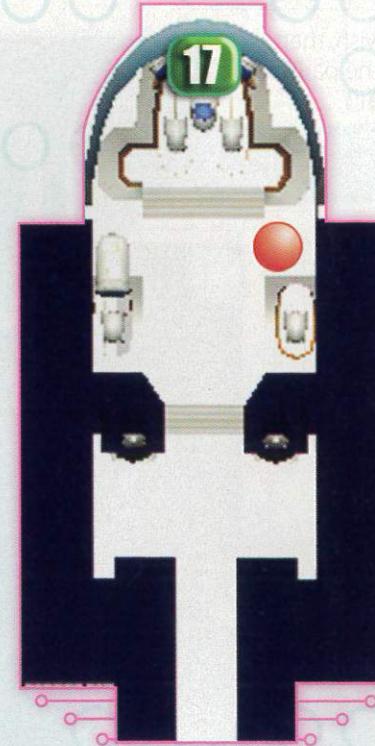
Follow the familiar route through the winding stairs and platforms to Professor Kate and her Red Keystone **16**. Professor Kate confirms your suspicions that the ruins of Nessa are actually an interstellar spaceship. She believes the Keystones are part of the ship's ignition and power system. She knows of the Red Keystone in her possession and the Green one at the museum. She says the Keystones should be placed back in the spots they were taken from. She hands over the **Red Keystone**. She also gives you a personal **Letter** from her to the curator at the museum. Perhaps he'll be more apt to hand over his prize Green Keystone.



If you talk to Kate a second time she'll tell you that the starship didn't work before because the Green Keystone was damaged. She removed, repaired, and handed it over to Webster at the museum. Jet Pack back to your spaceship **17**.

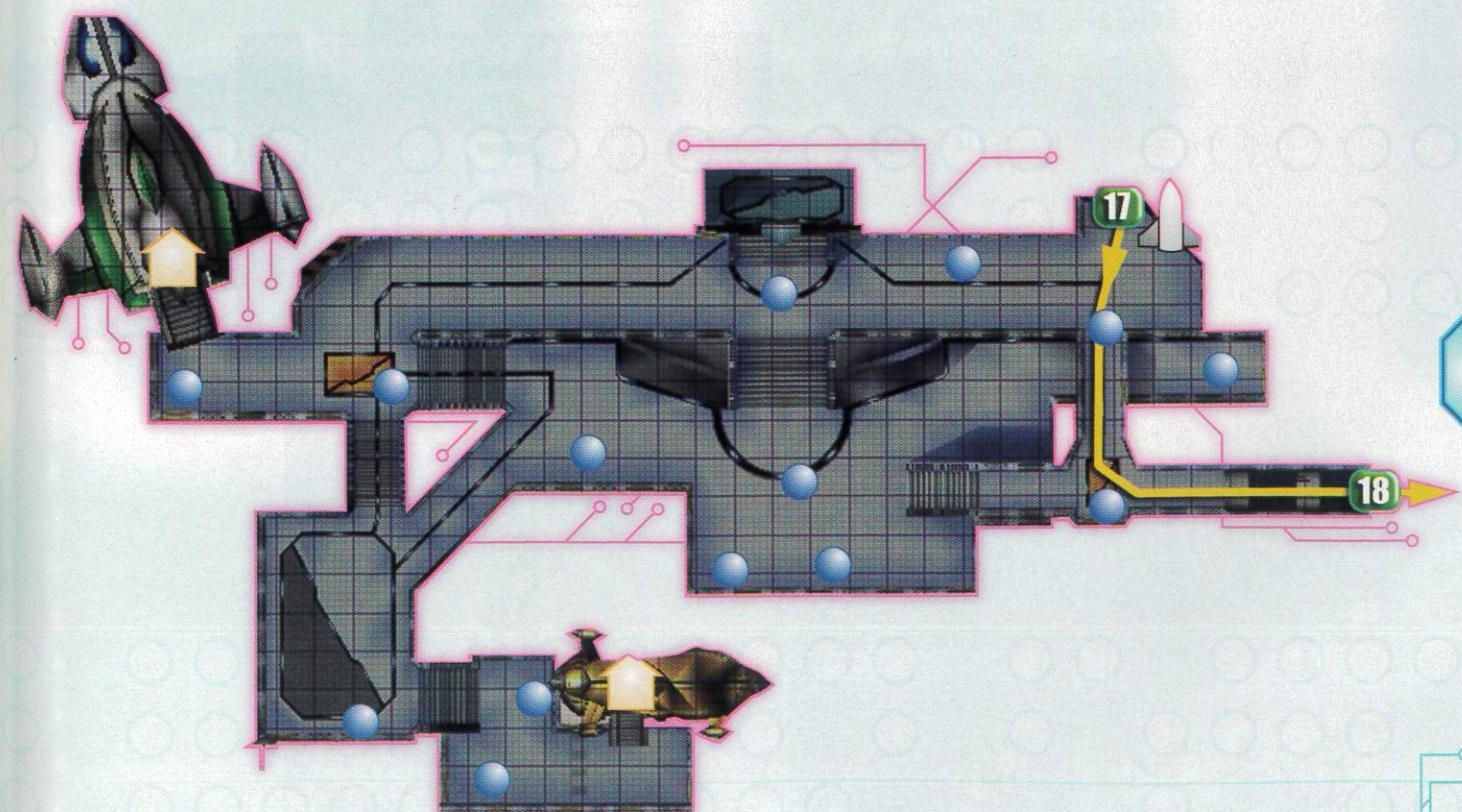
SPACESHIP **17**

Once onboard, take the ship's controls and select Kollin (P3), Area 1. You are headed back to the museum to talk the curator out of his prized exhibit.



KOLLIN SPACE PORT

When you land, do whatever shopping you need, then head south of your spaceship **17** and east to the courtyard area **18**.



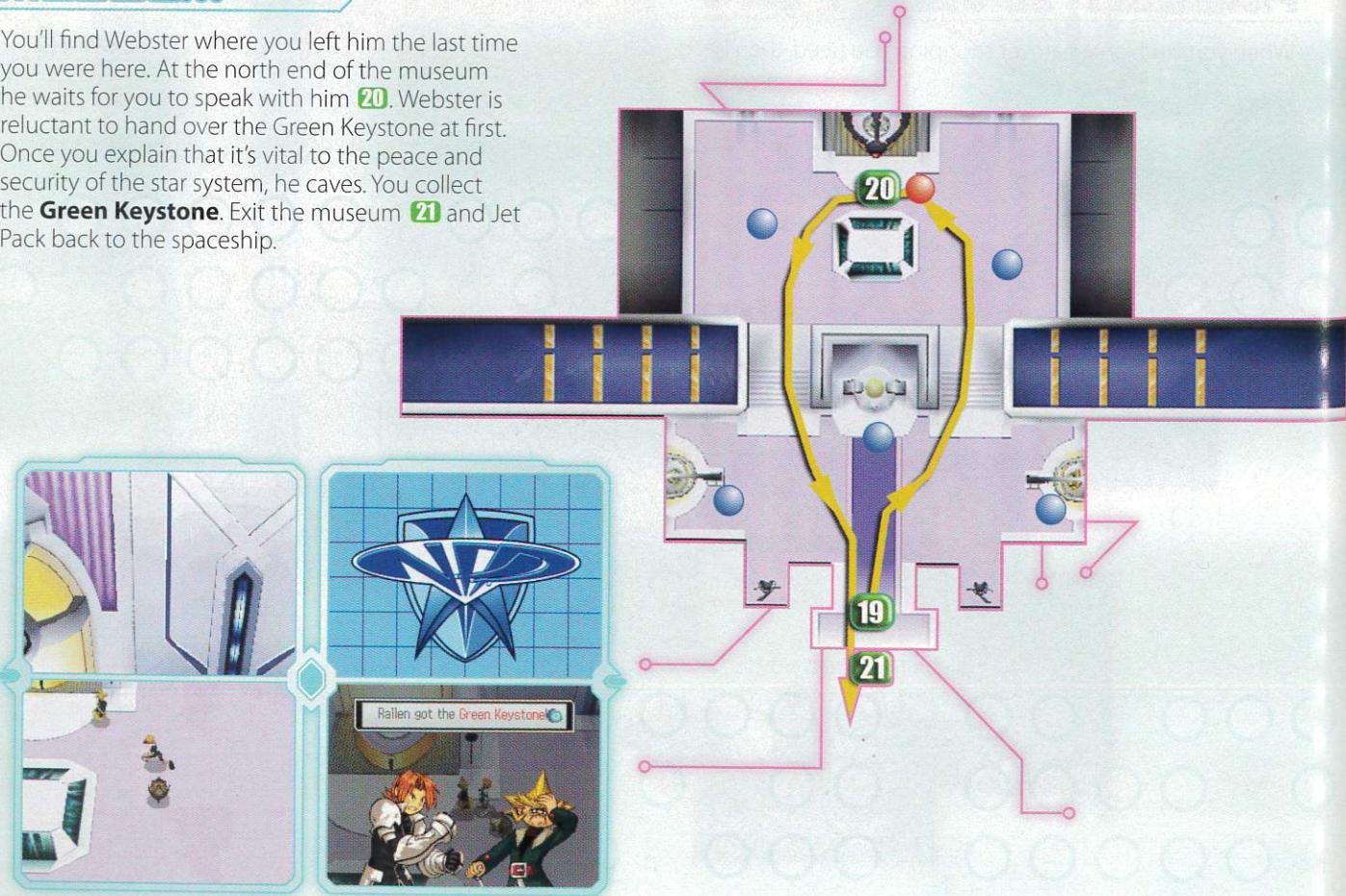
COURTYARD

Excavate if you wish, then move north up the pathways to the museum 19.



MUSEUM

You'll find Webster where you left him the last time you were here. At the north end of the museum he waits for you to speak with him 20. Webster is reluctant to hand over the Green Keystone at first. Once you explain that it's vital to the peace and security of the star system, he caves. You collect the **Green Keystone**. Exit the museum 21 and Jet Pack back to the spaceship.



EPISODE FIVE

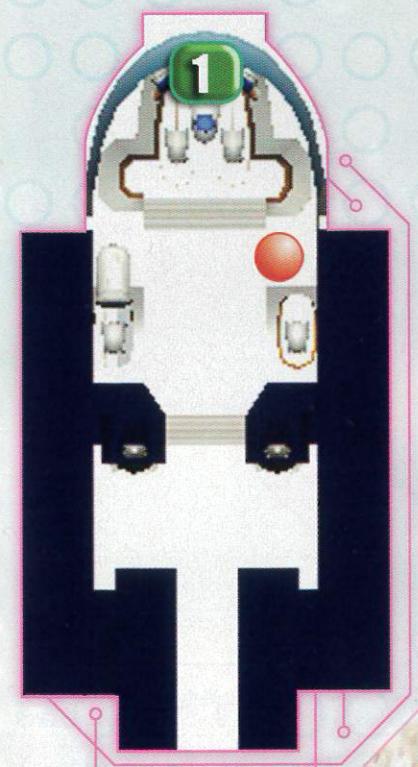
RETURN OF THE BLUE KEYSTONE

SPACESHIP 1

You now have in your possession the **Red** and **Green** **Keystones**, it's time to go take them back to their original home—the desert ruins of Nessa. Grab the ship controls and head to Nessa (P4), Area 3.



- SHOP
- CUBE
- IMPORTANT CHARACTER OR ITEM
- NPC
- SHIP LOCATION



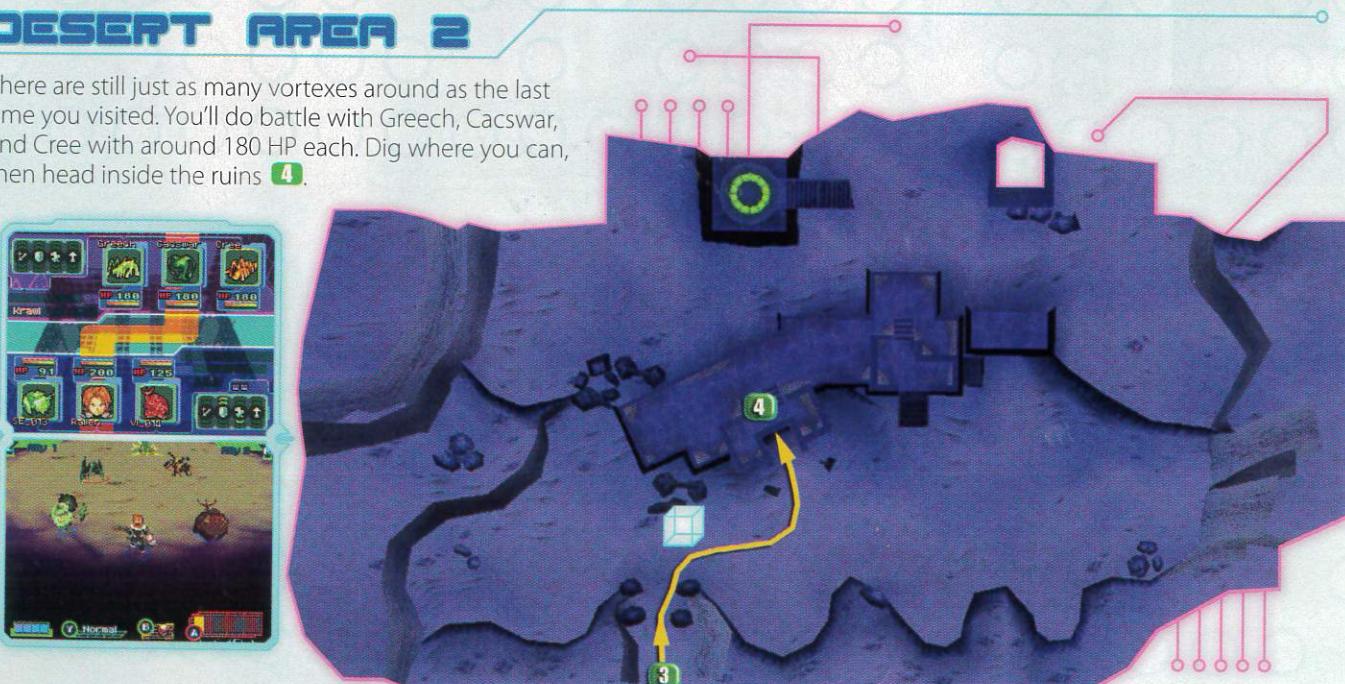
NESSA: DESERT AREA 1

If you weren't thorough with your excavations the last time you were on this moon, make sure to hit all the Cube locations this time. You'll dig up mostly **Eta**, **Lambda**, **Theta**, **Nu**, and **Tau** Cubes. Follow our route from the ship **1**, past the ridge to the south **2** and north to the next desert area **3**.



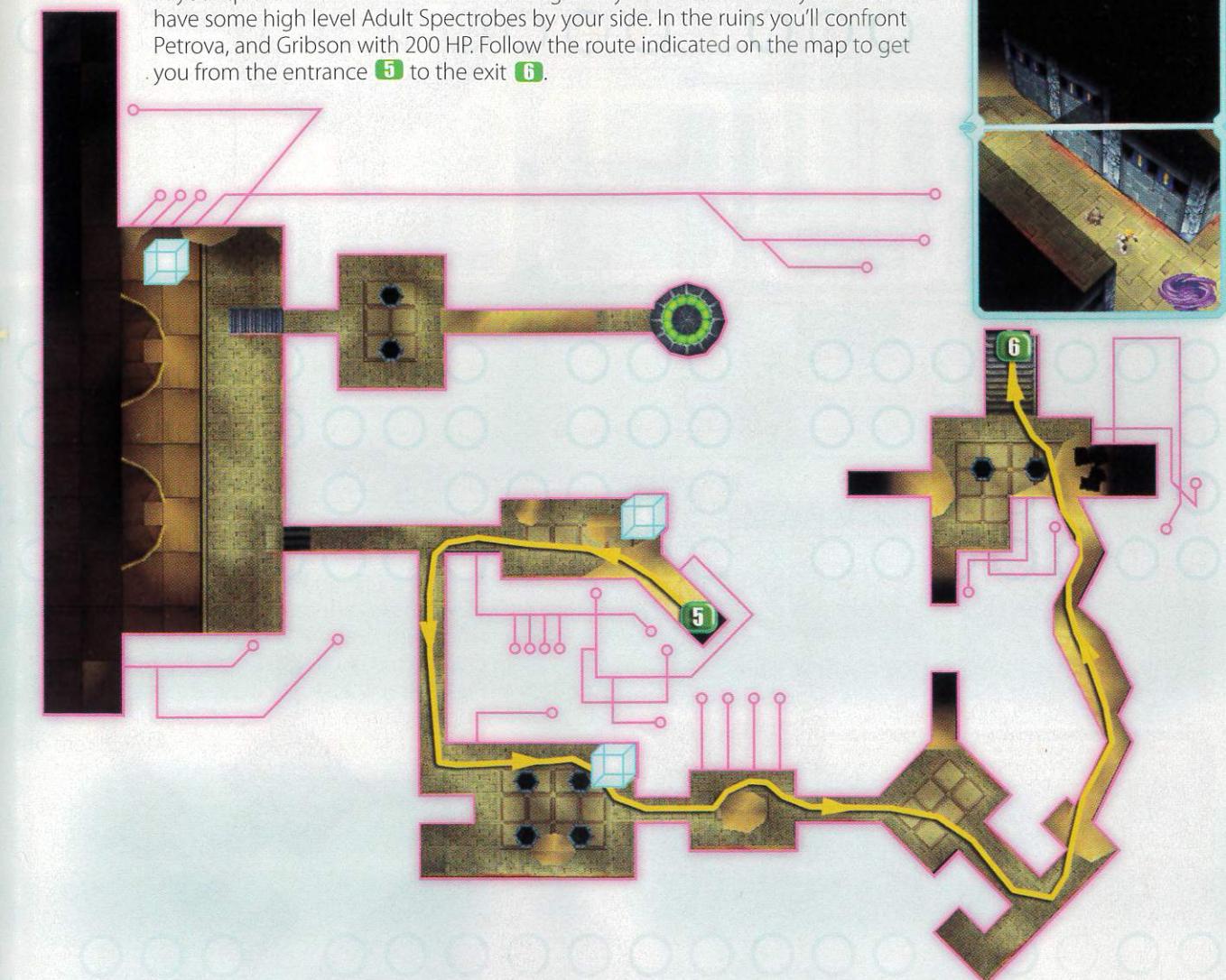
DESERT AREA 2

There are still just as many vortexes around as the last time you visited. You'll do battle with Greech, Cacswar, and Cree with around 180 HP each. Dig where you can, then head inside the ruins **4**.



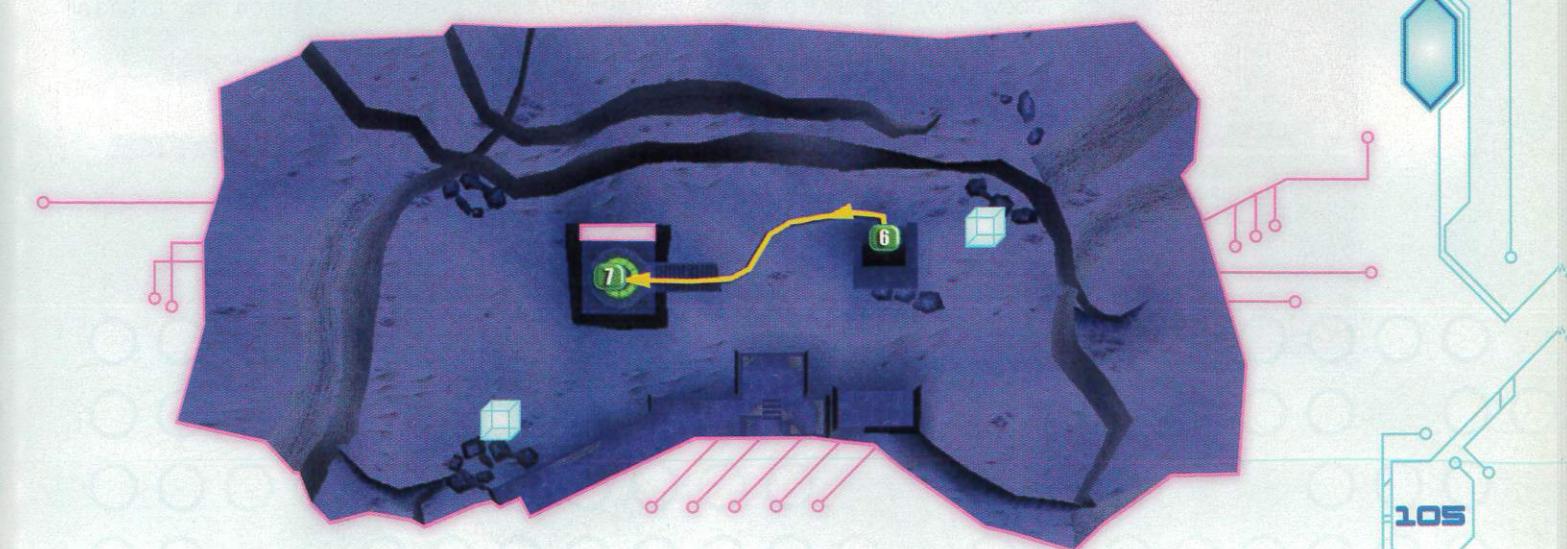
RUINS INTERIOR

You'll find vortexes in the same general areas you did the last time you came through. Don't avoid any battles (yet). Leveling up is extremely important this late in your quest. You will soon be confronting a very difficult boss and you need to have some high level Adult Spectrobes by your side. In the ruins you'll confront Petrova, and Gribson with 200 HP. Follow the route indicated on the map to get you from the entrance **5** to the exit **6**.



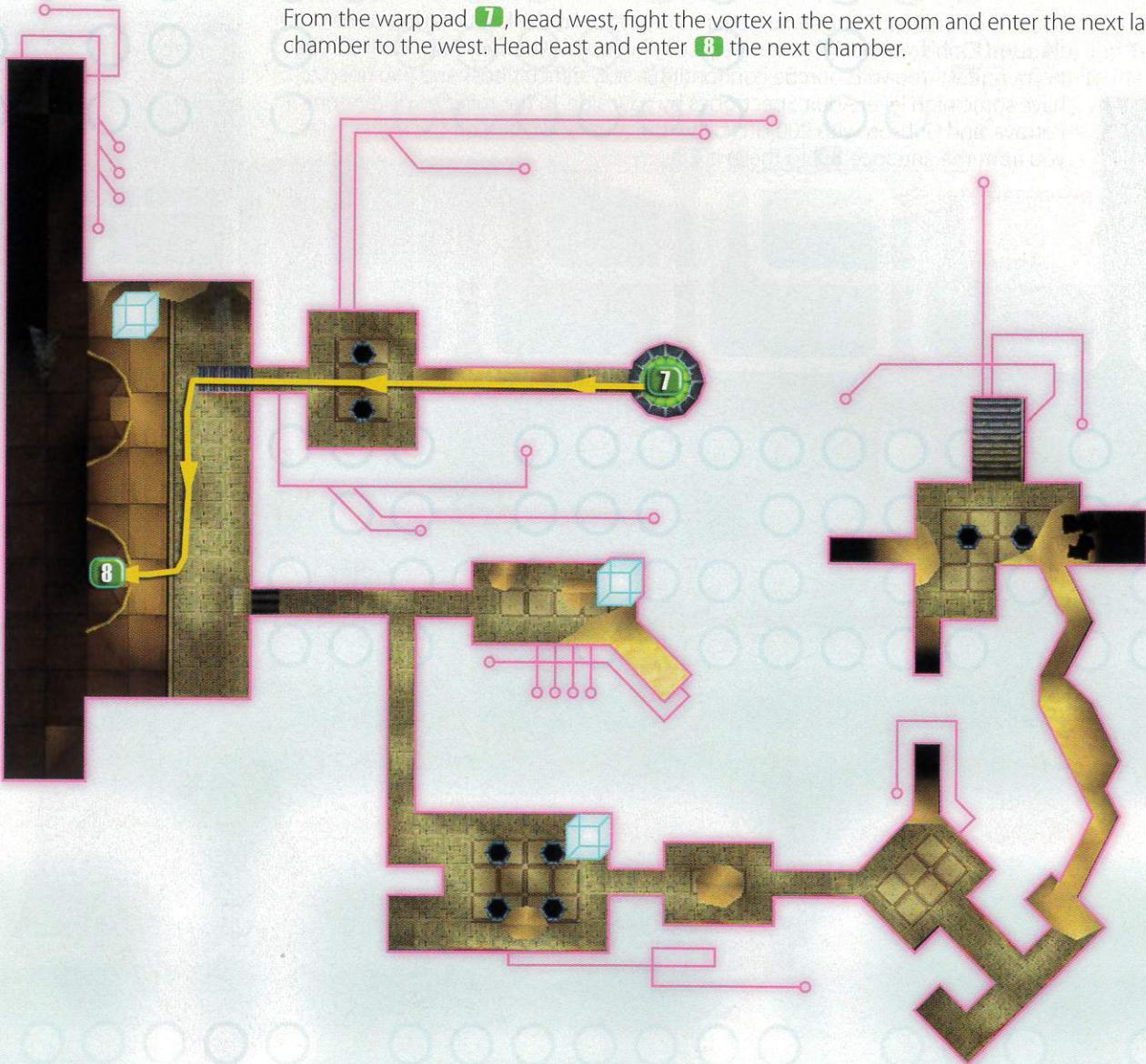
DESERT AREA 3

Exit the ruins **6** and continue Cube excavating in the indicated areas—if you have not found the aforementioned Cubes. Move west, up the stairs, and into the warp pad **7** to enter the next ruins structure.



RUINS INTERIOR

From the warp pad 7, head west, fight the vortex in the next room and enter the next large chamber to the west. Head east and enter 8 the next chamber.



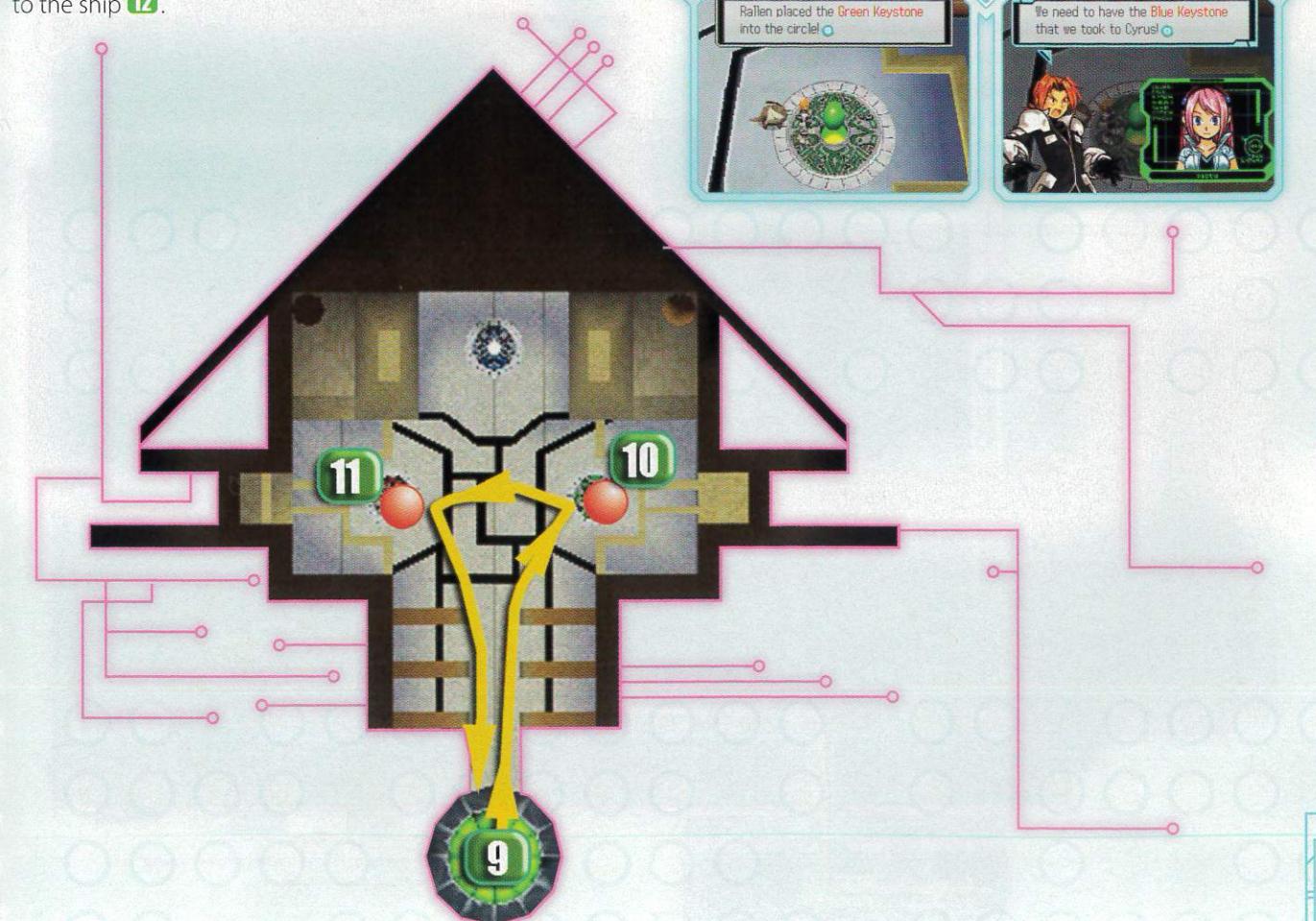
RUINS INTERIOR CONTINUED

Follow the provided map route from door 8 to the warp pad 9. Before you enter the warp pad, try excavating near the Cube in the southwest corner. Artifacts are random, but there is a above average chance of finding a **Pearl** mineral here. Check the excavation maps to find all the key digging areas.



KEYSTONE CHAMBER

Once inside the Keystone chamber, Jeena contacts you and reminds you of your objective—just incase you forgot. Head to the east side of the room 10 and inspect the right Keystone slot. Rallen will place the Green Keystone in its rightful place. Head to the left side of the room and place the Red Keystone 11. The ruins rumble but nothing more, both Jeena and Rallen remember that Cyrus possess the missing link...the Blue Keystone. Exit the chamber and Jet Pack it back to the ship 12.

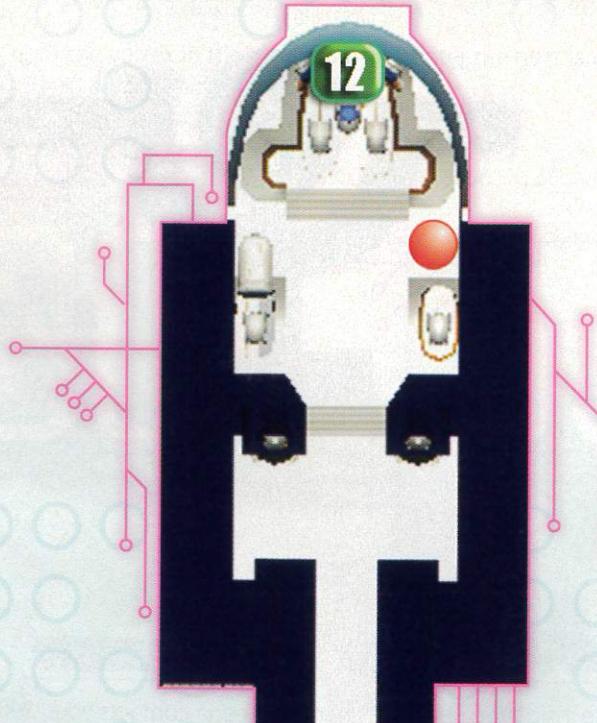
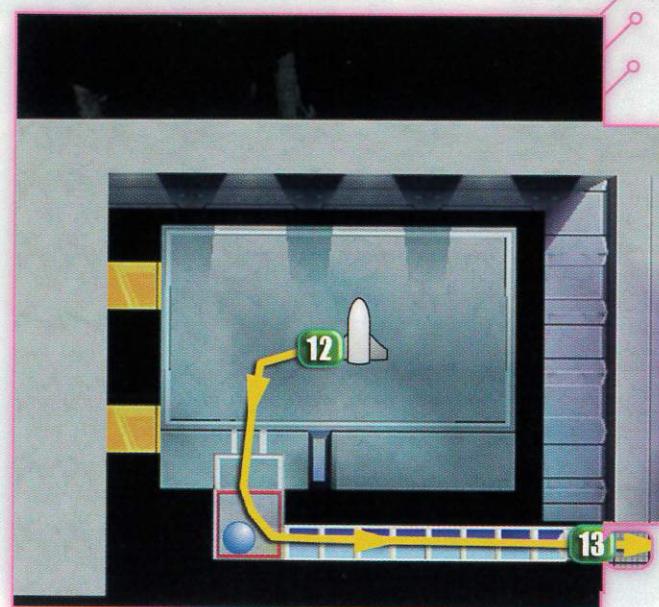


SPACESHIP

Save your game and set a course for Nessa (P4), Area 1 (Lilton) to visit Cyrus once again.

LILTON

Exit the ship **12** and head south, then east to the colony **13**.



CYRUS'S DIAMOND DEAL

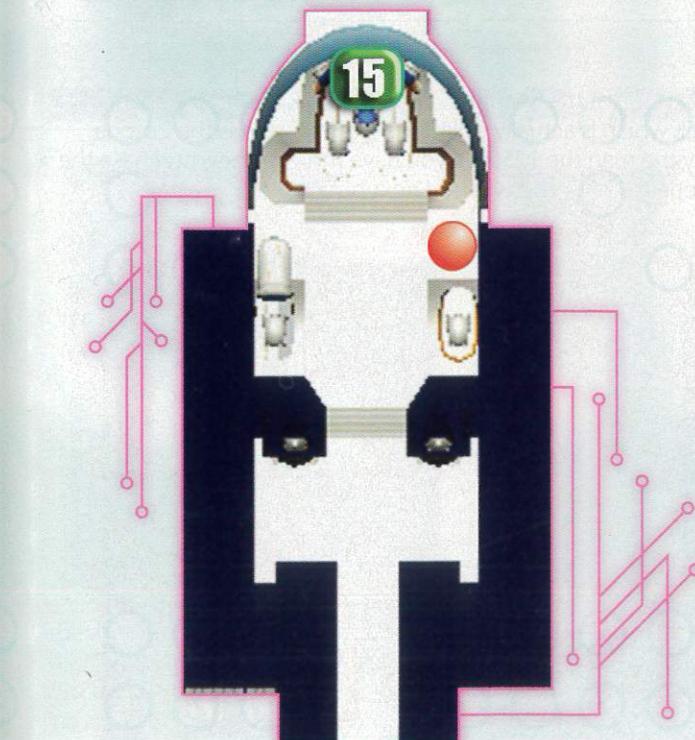
Follow the route from the pathway **13** heading northeast to find Cyrus **14** still standing outside his house. He can't believe that you are requesting his Keystone. He says Kate stole his first one and now you want to take his second one. Once you explain the fate of the solar system rests on this Keystone he makes you an offer. Bring him back something equally as rare and he'll trade. He wants the Diamond Mineral from Table Top Mountain on planet Daichi. Jet Pack back to the ship **15**.



SPACESHIP

15

Back at the ship, Jeena seems concerned about the destination of this latest treasure hunt. She says it's a really weird place. The aurora reaches really close to the ground there and drains the life out of anyone it touches. She says the researchers on Daichi wear special Corona Suits that keep them safe from the effects of the aurora. These suits are available at the Security Center at HQ. Set a course for Kollin (P3), Area 1.



note

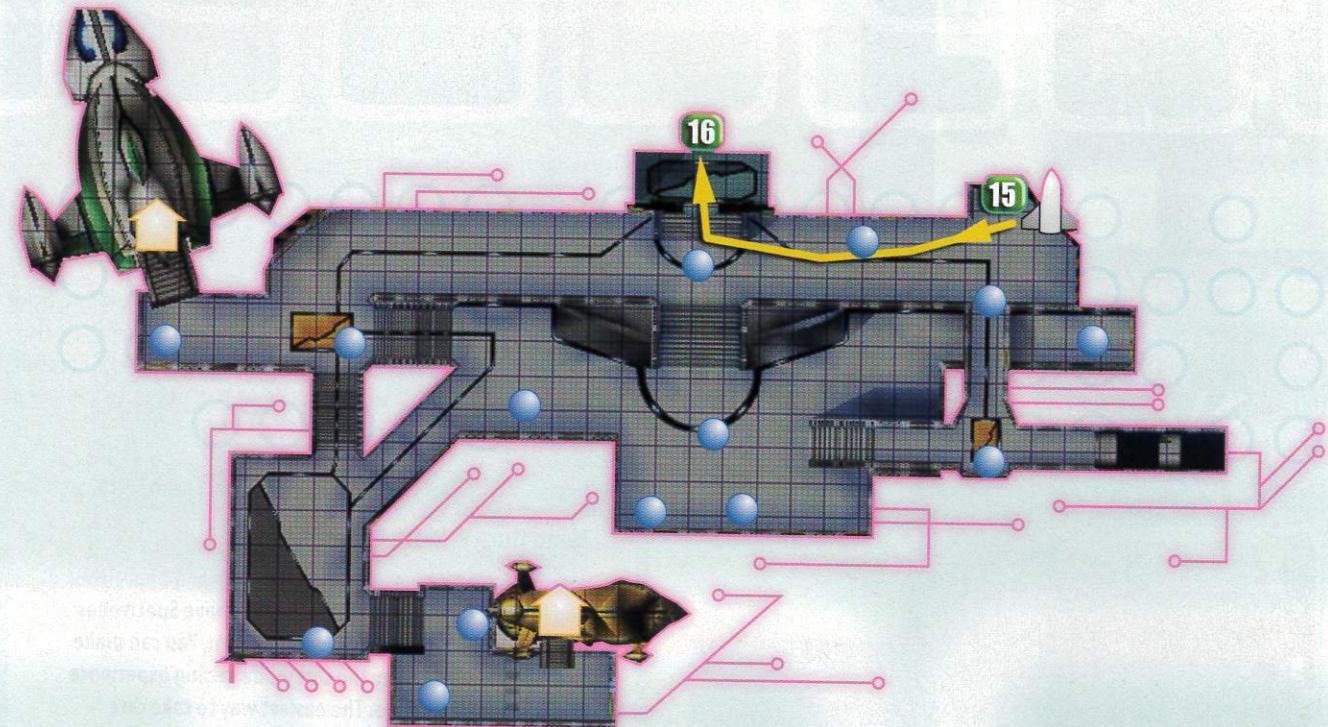
Need Gura & More Experience?

The Corona Suite costs 12500 Gura. If you don't have this, and looking further ahead, if you don't have Spectrobes around level 60, then you have a problem. You can make the Gura needed to buy the suit while raising experience levels at the same time. The easiest way to take care of both these needs is to play the "Sequence Battle" challenge on Nessa, Area 2. For location and tips on this fighting challenge, see our Tips section of the guide.

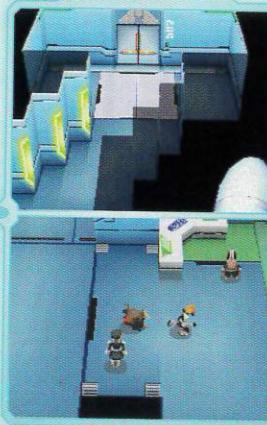




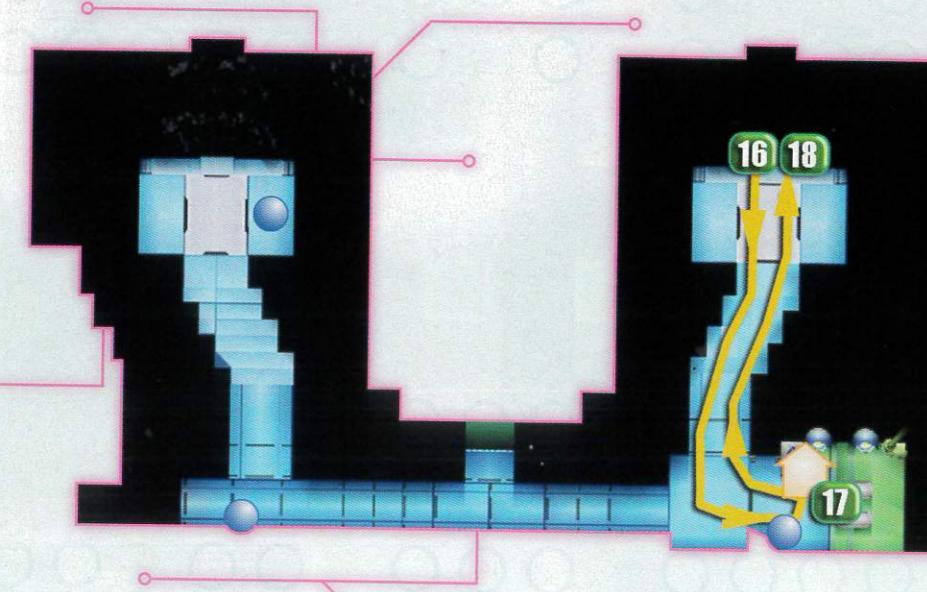
If you have 12500 Gura burning a hole in your pocket, then leave the ship **15** and enter HQ **16**. Do not waste the money you need for the suit.



HQ



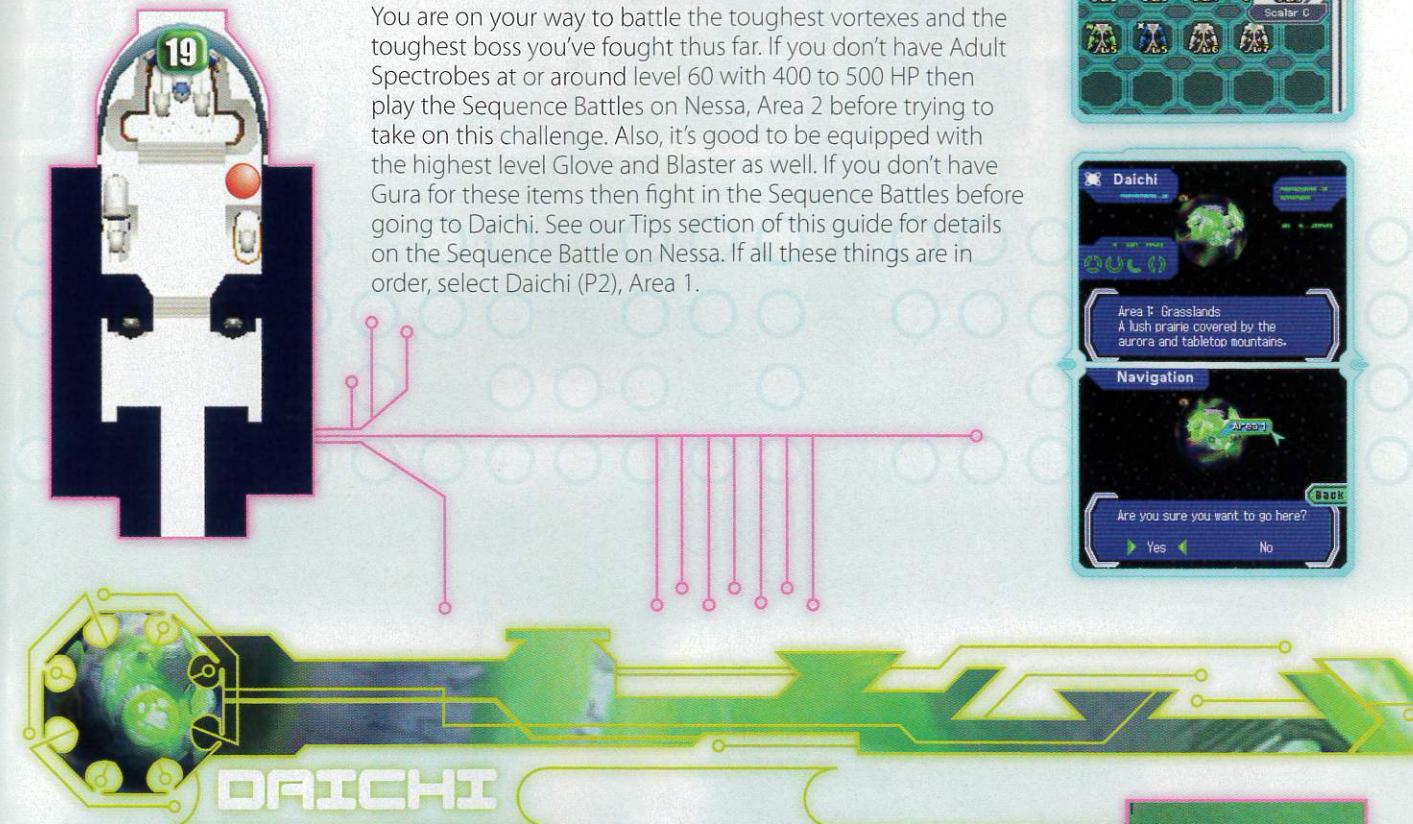
Head south through the hallway and stop at the Security Center **17**. Talk to the salesman and select the suit category. The red suit, which is actually called the "Scalar C" suit is the Corona Suit you need to survive Daichi. Pay the man the 12500. If you have more money, purchase the highest level items in all the categories to help you with the next boss battle.



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If you don't have the funds now, return after raising your Spectrobes levels on Nessa, Area 2. Enter Rallen's Battle Set and equip the new Suit and whatever new items you purchased. Exit HQ through the same door you just entered **18** and return to the ship **19**. If you don't have a Super Serum and can afford one, purchase one from the items shop west of your ship. Sometimes you win these during the Sequence Battle on Nessa.

SPACESHIP **19**



SEARCH FOR THE DIAMOND



Before leaving the ship, equip a Super Serum and make sure the entire party is at top health. Exit the ship **19** and head northwest under the arch **20** to the next area. Even if you have high level Adult Spectrobes, you may consider "Escaping" battles if you are caught by a vortex. You have a long trek before reaching the boss and the more health you can retain until then the better. The vortex enemies get really tough on the last few maps before the boss location.

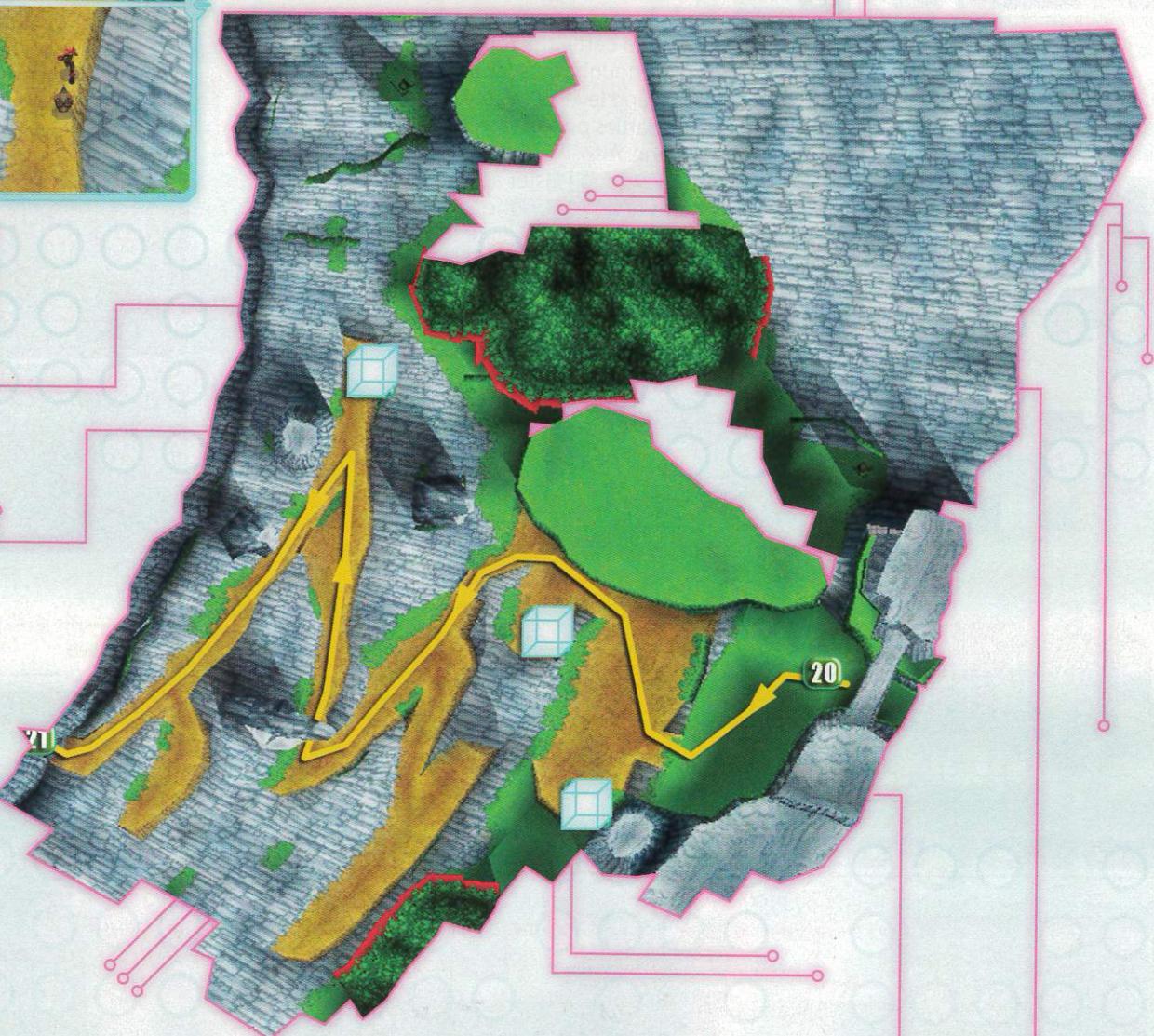
the arch **20** to the next area. Even if you have high level Adult Spectrobes, you may consider "Escaping" battles if you are caught by a vortex. You have a long trek before reaching the boss and the more health you can retain until then the better. The vortex enemies get really tough on the last few maps before the boss location.



MOUNTAIN CLIMB



Head through the arch **20**, then veer southwest. Find the dirt ramp to the west that begins the path up the mountain. Some vortexes along the path are difficult to avoid so consider the escape option. Jeena contacts you at the top of the mountain **21**. She reminds you to make sure you have the Corona suit equipped. You character actually is seen in a red suit when properly equipped. If you are not wearing this once you enter the mountain, you slowly lose all your health.



warning

Aurora Spectrobes Beware

Corona is strong against Aurora and Corona is weak against Flash. If you have been growing, training and raising your original Aurora Spectrobes, Spikanor then he will be in danger when you proceed through the gate into the mountain. It is likely his health will reach zero by the time you reach the boss. If you cannot fight without this Spectrobes, bring Super Serum to heal him just before the boss battle. The Corona aurora on these maps do not effect Corona based Spectrobes, which is why you are wearing the Corona Suit.

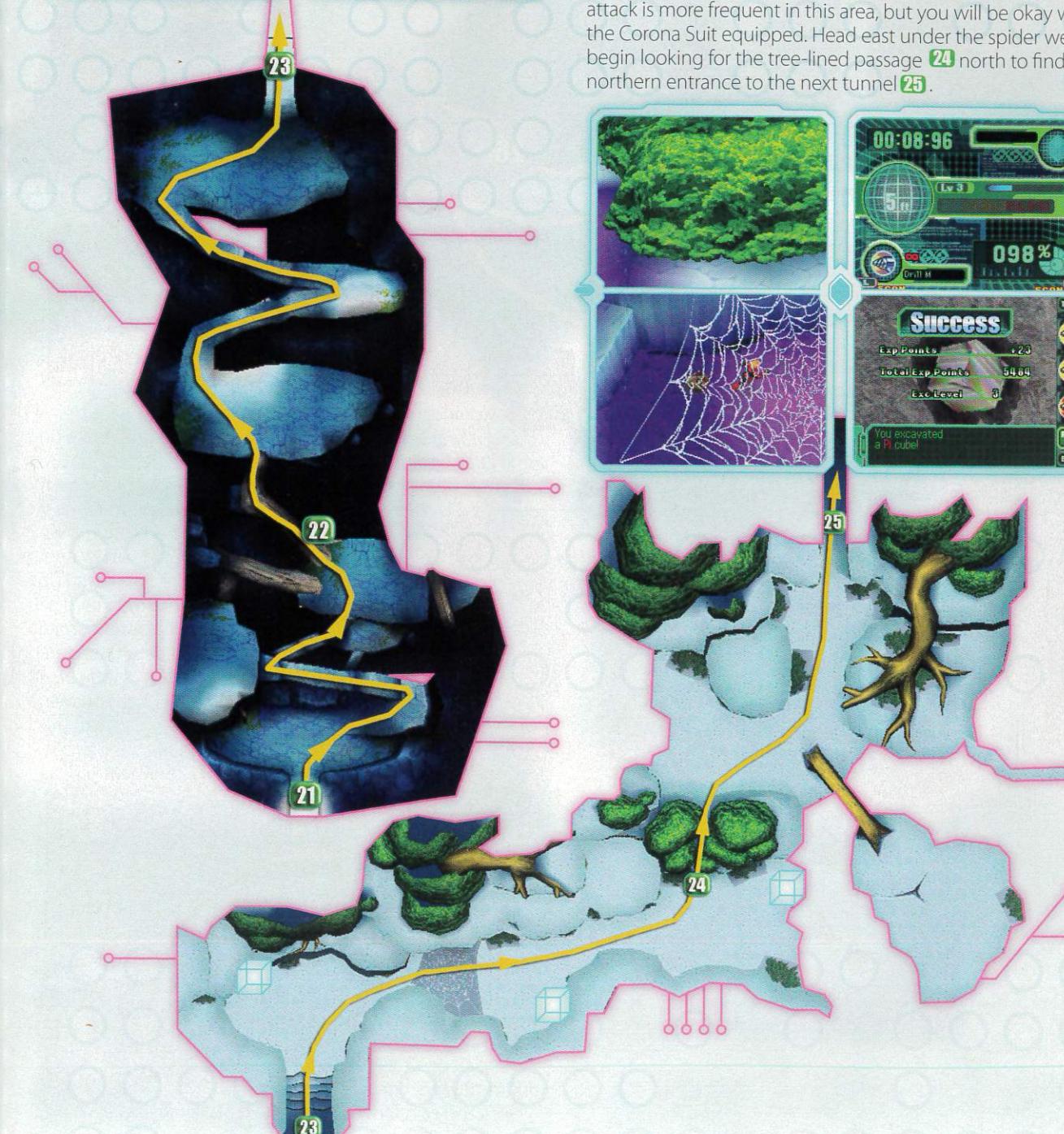
AURORA HAZARD AREA 1



There are no Cubes to dig in this area, so just run through as quickly as you can. Begin from the entrance **21** to the right and head up the slope and turn west. Follow the winding route northward to the second large log and cross it **22**. Continue northward escaping battles if caught in a vortex and exit the tunnel **23**. The enemies in these parts are tough. They include Zepiore, and Rokeelia each at 300 HP. And they are fast on the battlefield making them hard to avoid while charging for group CH attacks.

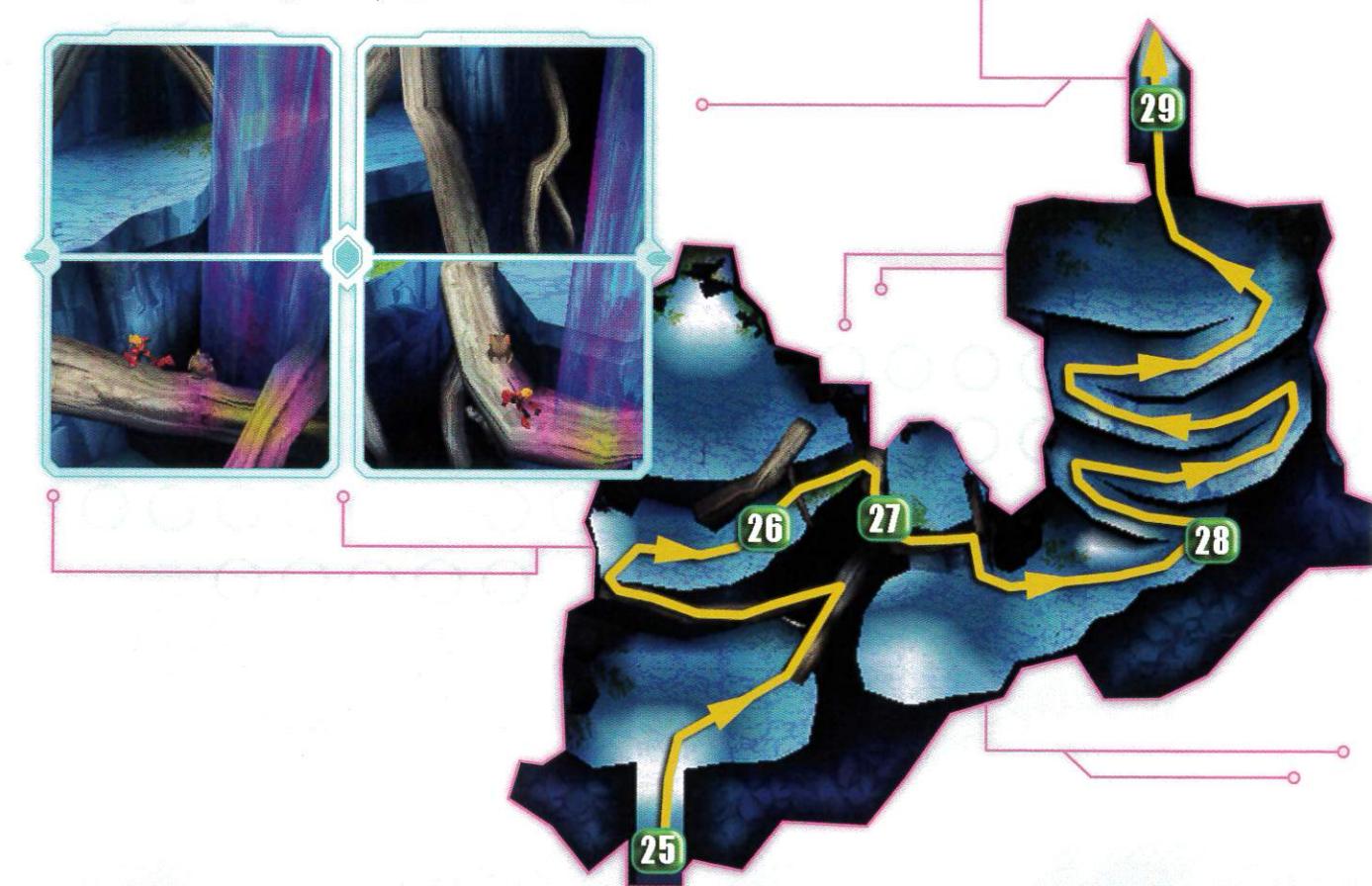
AURORA HAZARD AREA 2

In this next area, take the time to dig in the indicated Cube areas. In this area you can usually find the **Pi Cube**. Aurora attack is more frequent in this area, but you will be okay with the Corona Suit equipped. Head east under the spider web and begin looking for the tree-lined passage **24** north to find the northern entrance to the next tunnel **25**.



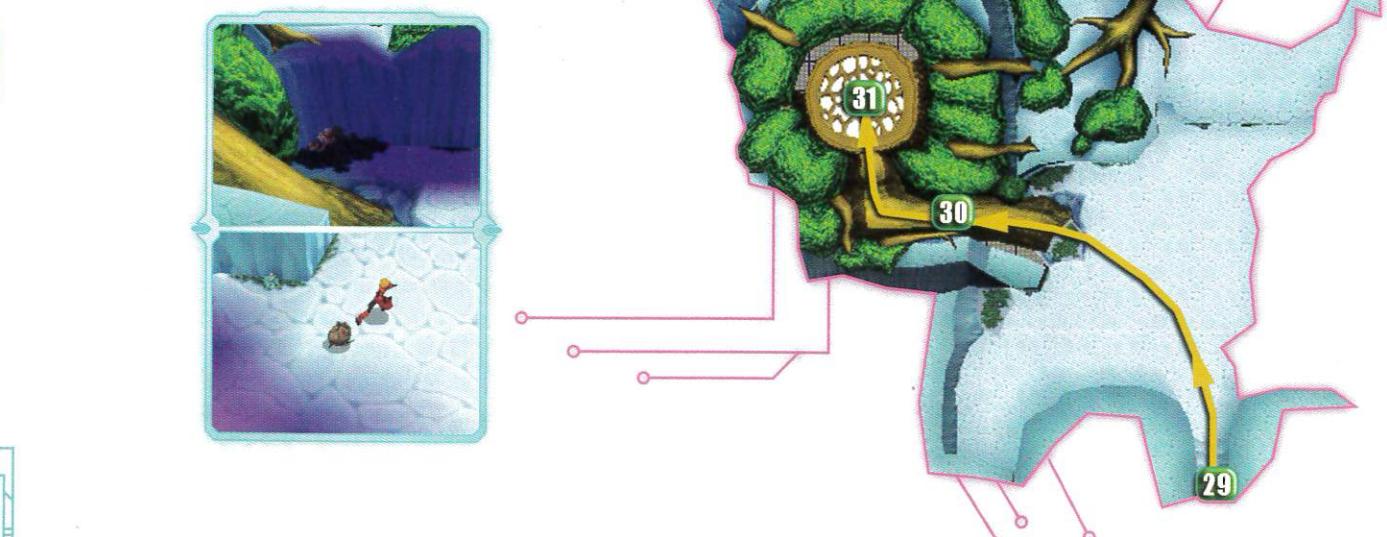
AURORA HAZARD AREA 3

There are no Cube areas in this tunnel. Head right as you enter and look for the log to the east. Travel across the log and take the first possible left. Turn right on the next ledge and pass by the next log **26**. Continue eastward to the end of the ledge. Walk south along the small log **27** between your ledge and the next. Follow this log down to the next platform. Head east and ascend the long, winding pathway **28** to the tunnel exit **29**.



AURORA HAZARD AREA 4

This is the area where you encounter the boss and find the Diamond. Head northwest until you come to a large log path **30**. Before following the log, use your Super Serum or multiple smaller serums to fully recover any Spectrobes' lost health. Make sure you have a Super Serum equipped for battle, then run up the log to battle the boss.



TANTRAMA BOSS FIGHT

In preparation for this boss fight you should have a couple Adult Spectrobes that have been incubated together for a little while to develop the love bond to give you more powerful CH group attacks. But more importantly, these Spectrobes should be around level 60 with around 400 to 500 HP and Defense and Attack levels around 400. You should have support Spectrobes that boost your team's speed and defense (see more about this in Game Basics and Tips).



Have a Super Serum equipped and equip the highest level items available to Rallen so that he achieves 300 HP, +160 DEF, +70 ATK and +20 POW. This can be achieved by having the Voltage Glove, Hyper Sword, Shatter blaster, and the Scalar C Suit.

The boss (Trunkos is his non-vortex name) has no support. It's you three against this one monster. He's tough. He starts the battle by rushing you

and extending his long, damaging branch-like tentacle. This is a very damaging attack and should be avoided at all costs. When you dodge this move, head beside him and he'll pass by and remain behind you.

Stay around the center of the arena while charging CH. If you have adult Spectrobes, use their combative CH charged attacks for the most damage. The heaviest of these attacks are reached by charging the CH meter to the third mark.



The boss has 500 HP. When you need a breather or need to just get away from him, use a fully charged CH group attack. Recompose yourself and line up for another one-on-one attack—using your Spectrobes. Keep Rallen guarded and away from the boss as much as possible.

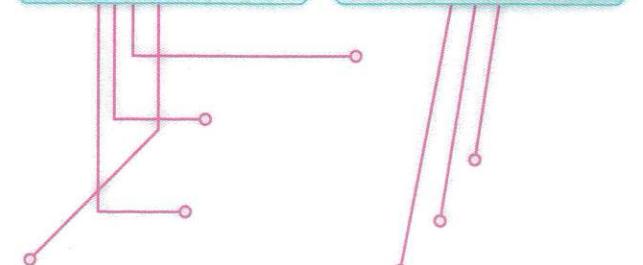
Do everything you can to keep away from the boss's combo attack. Once caught up in this close-quarter attack, you can say goodbye to most of your HP. A couple close combat attacks like this and you are toast.

Any Flash Spectrobes is going to dole out more damage to this Corona-based boss. However, any Adult Spectrobes with the levels we spoke of can take out the boss with a few fully charged CH singular, face-to-face attacks. The trick is timing and aligning your Spectrobes for successful attacks while avoid the very damaging combos the boss is capable of. Avoid the lava pools formed from the boss's lava spit. Keep moving and only use group CH attacks as a last resort. Don't forget to replenish lost health with the equipped Super Serum.



EXCAVATING THE DIAMOND MINERAL

Once the boss is out of the picture, walk to the center of the tree platform and use your searching Spectrobes to locate the Diamond below **31**. Jeena warns you that the item will be useless if damaged. You may wish to Jet Pack back to the ship to save your game before excavation just to be safe and then return. But, it's not that difficult to unearth it in pristine condition. You know your excavation skill, so you decide if you should take the chance or not. Once you've excavated the large diamond, which is only partially buried once you knock off the initial layers of earth, Jet Pack it back to the ship **32**.



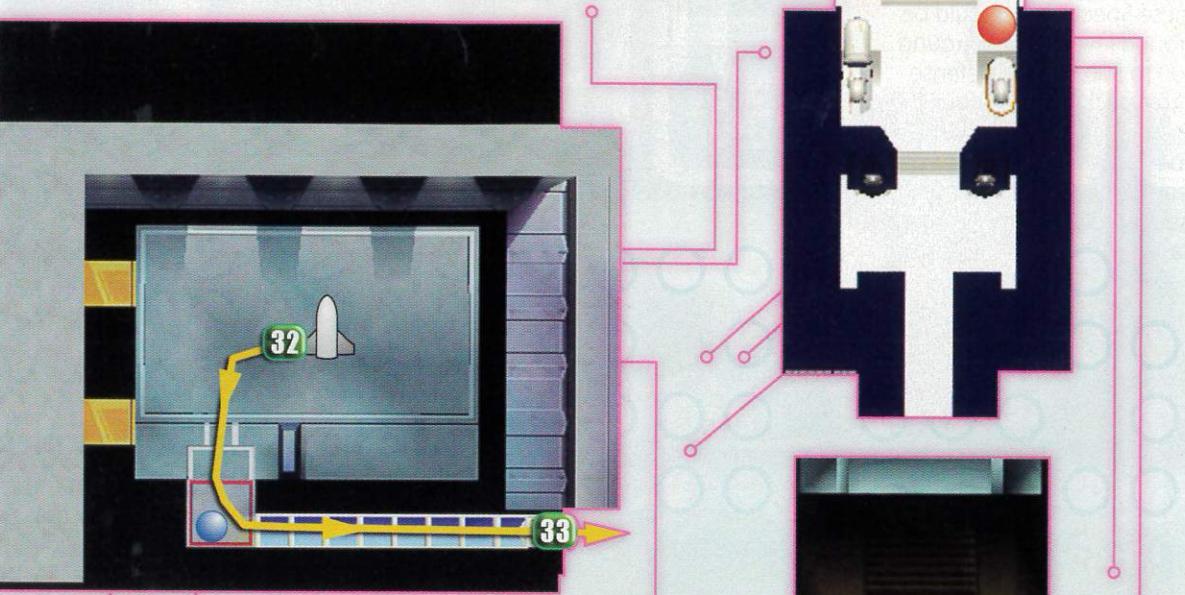
SPACESHIP

32

With the boss defeated and the Diamond in hand, take the controls and set a course for a return trip to Nessa (P4), Area 1 (Lilton) to pay Cyrus another visit.

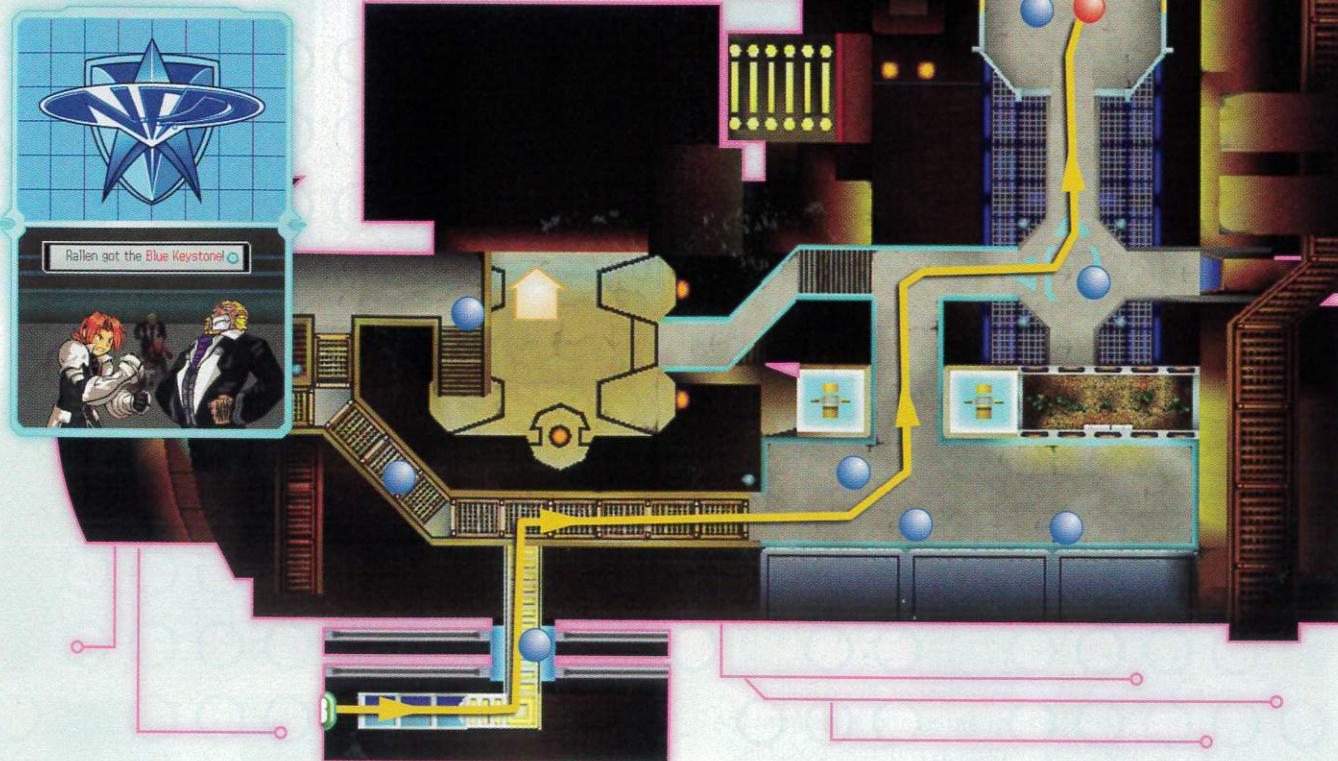
NESSA, LILTON: GETTING THE BLUE KEYSTONE

Exit the ship and head down the east pathway 33 to the colony where Cyrus lives.



CYRUS

Talk to Cyrus 34. He cannot even fathom that you were able to obtain the Diamond Mineral. It almost seems like he knew what you were going to have to go through to get to it. He graciously hands over the **Blue Keystone**. Now the ancient spacecraft in the ruins should work. Jet Pack back to your spaceship.



episode five

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EPISODE SIX

THE RUINS SPACECRAFT

SPACESHIP 1

You now have all three Keystones. The Ruins Spacecraft should be operational as soon as you place the Blue Keystone obtained from Cyrus in its place. Set a course for Nessa (P4), Area 3 (Desert).



- SHOP
- CUBE
- IMPORTANT CHARACTER OR ITEM
- NPC
- SHIP LOCATION

episode six

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NESSA, DESERT: KEYSTONE CHAMBER 1

Exit the ship and take the same trek through the desert, through the ruins, the desert, and back into the ruins (as you've done many times already) to reach the Keystone chamber **2**. The ground begins to shake as you approach the blue keystone slot in the back of the room **3**. Jeena contacts you to find out what is going on just as a boss fight erupts. Zabram, the Krawl boss comes smashing through the back wall of the chamber.



ZABRAM BOSS FIGHT

This boss battle is not as tough as the last. Zabram consists of a Klutch, Klench, and the main threat, Karkasa. Klutch and Klench each have 300 HP and Karkasa has a whopping 600 HP! However, Karkasa is slow. He throws a large club hand out as his main attack.

This is easy to avoid. Move around and charge your CH for individual CH Special attacks. These close-up attacks make short work of the enemy. They are pretty slow, so it's easy to hit and run. Keep Rallen protected and let your Spectrobes do their job. Karkasa is a Flash Krawl. Use an Aurora Spectrope to inflict close-combat attacks on Karkasa. Keep your Corona Spectrobes away from this beast. You get a large amount of experience and 1700 Gura for defeating this brood.



RUINS RUINED

The Krawl really made a mess of things when it busted through the back wall of the Keystone chamber. So much that Jeena is hesitant to let you place the last Keystone in the pre-ordained slot. She asks you to return to the ship while she attempts to repair the damage to the ancient spacecraft. Exit the chamber **2** and Jet Pack back to your spaceship.



SPACESHIP 4

As you approach the ship controls **4**, Jeena calls and requests that you move the ship closer to her at the Keystone chamber. This happens automatically. Exit the ship and enter the Keystone chamber of the ruins once again.

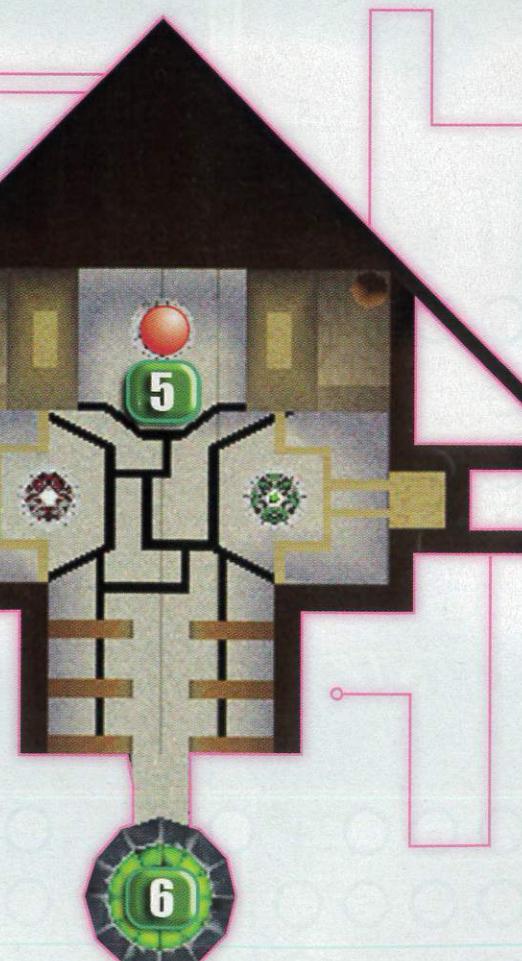
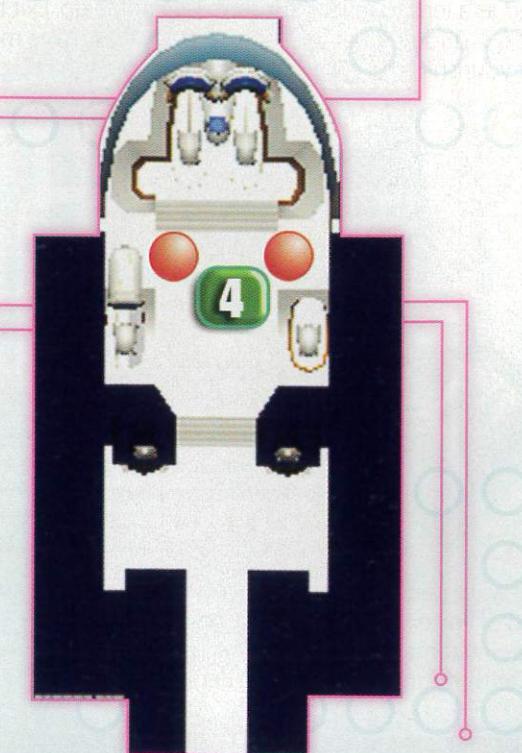


RUINS

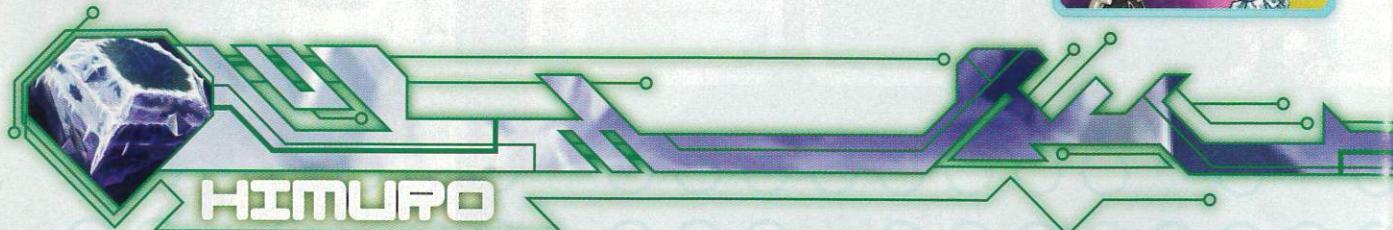
Place the Blue Keystone in the slot **5** and the chamber begins to rumble. Jeena suggests you get back into the ship at once; the ancient spacecraft is lifting off. A short movie clip takes Rallen into the ship as the space cruiser and ancient spacecraft combo takes off together as one large starship.



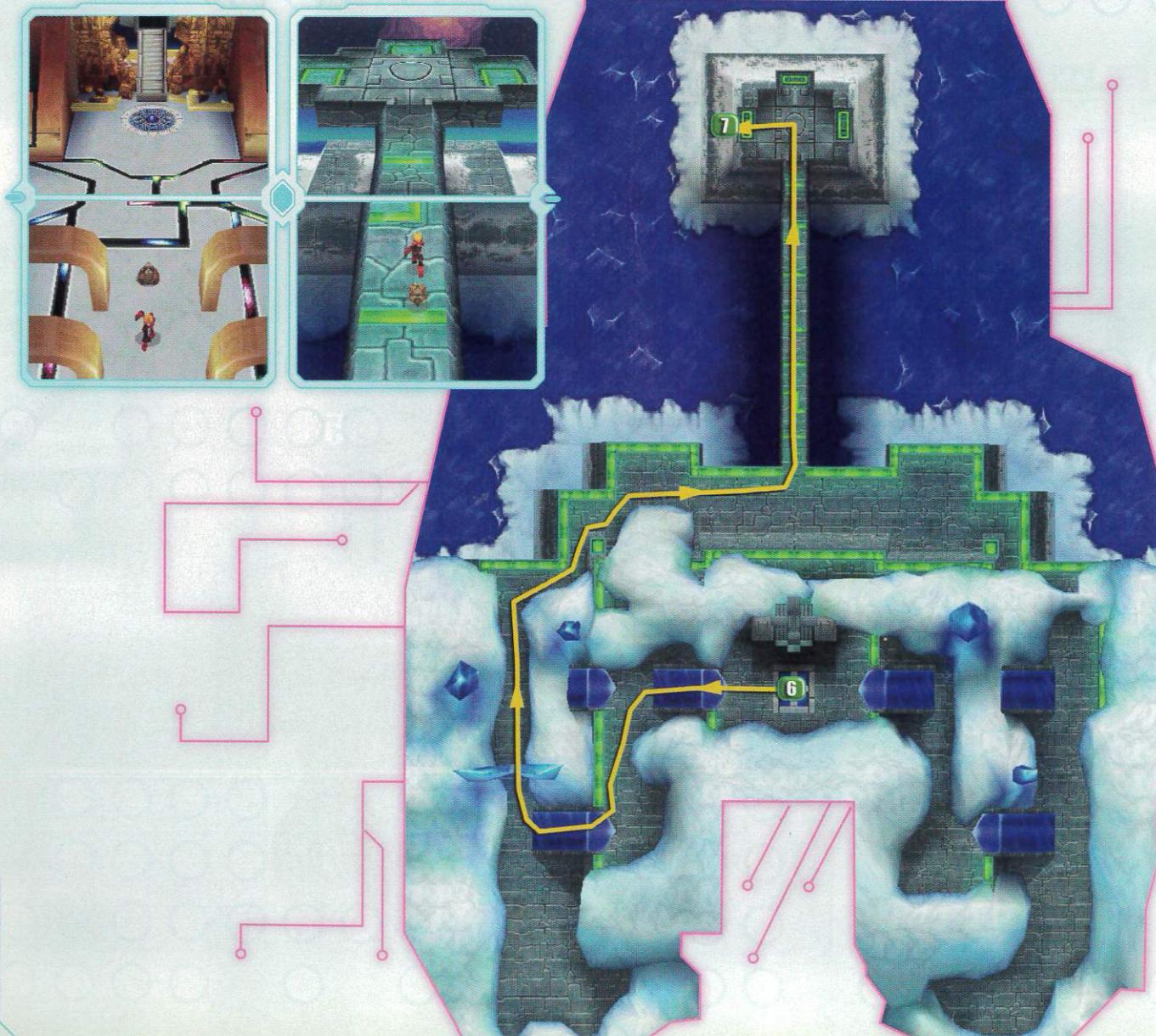
You are now able to travel to the seventh planet in the solar system...Meido. Select Meido (P7), Area 1 (Surface) and your team will begin to travel to the distant planet. Another wrench is thrown in the sprockets as black vortexes detect your approach and begin pursuing your ship. Jeena quickly sets a course for the nearby frozen planet, Himuro to escape the Krawl and regroup for a new game plan.



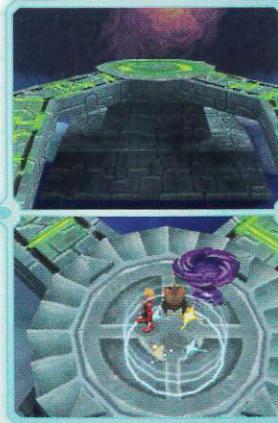
The team discovers that the Krawl hate light and that exposing the seventh planet to a strong light source could be the answer you're looking for. The ice planet they've landed on could be used as a lens to reflect the sun's light at Meido. Exit the ship and step into the ruins warp pad 1. Don't forget that your ship and the ruins have melded and are like one now, so when you exit your ship you will be entering through the broken wall in the ruins Keystone chamber.



The warp pad in the ruins spacecraft sends you to the warp pad in the middle of Himuro 1. The first area is snowy, icy and void of vortexes and buried Cubes. Follow our route from the warp pad to the large platform to the north. On this platform are three rectangular warp pads. Each warp pad takes you to another part of Himuro. There are switches to pull at the end of each route through the warp pads. Begin by entering the west warp pad 1.

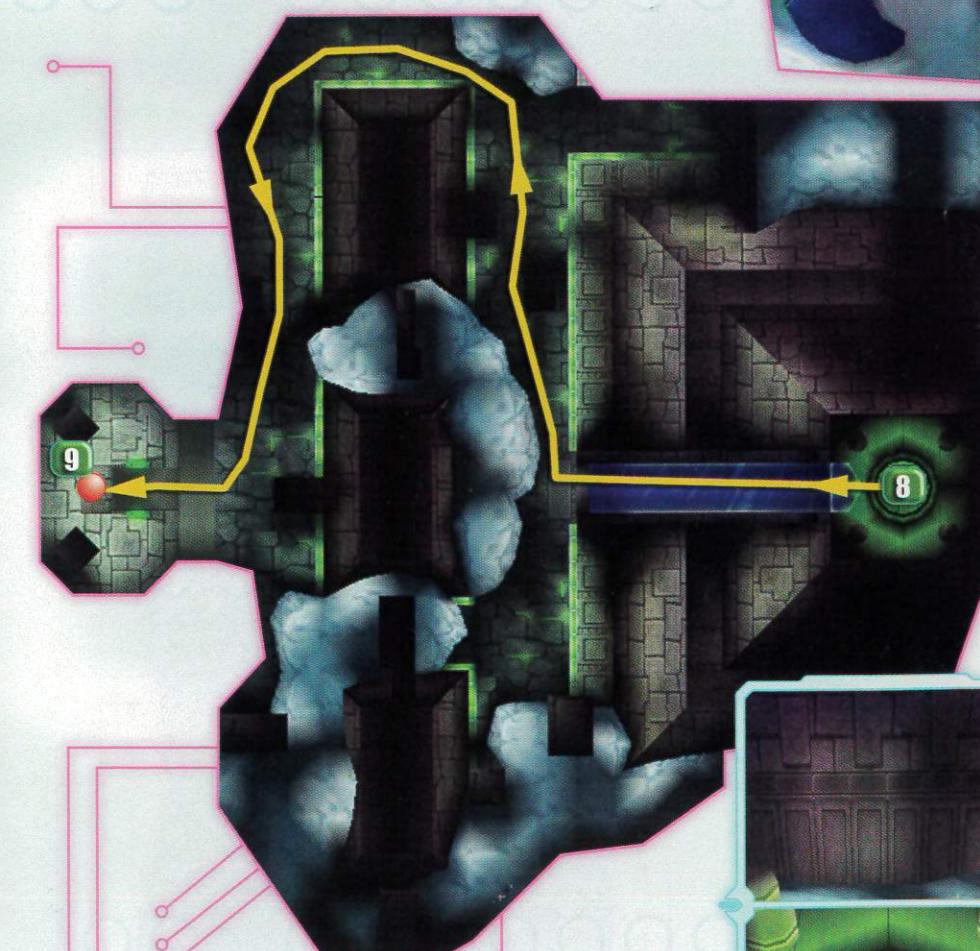


WEST ROUTE 1



On the next map you'll begin encountering vortexes. In these vortexes you'll battle Zepice, and Frozoot; each with around 340 HP. Make sure to dig in the indicated Cube locations; a couple new Cubes can be found during this adventure (Omicron and Xi). Follow the map route to the northern warp pad 8.

WEST SWITCH HOUSE



The warp pad 8 sends you into the west switch house. Follow our route from the warp pad to the switch room 9. There are many vortexes inside this facility, so be prepared to battle, evade them, or escape once the battle begins. The switch control seems nothing more than a dead-end in a shallow room. You're in the right place when you are standing between two green floor lights and a block with green lights on top of it. Walk up to this panel and pull the switch. Exit this structure through the east warp pad 8.

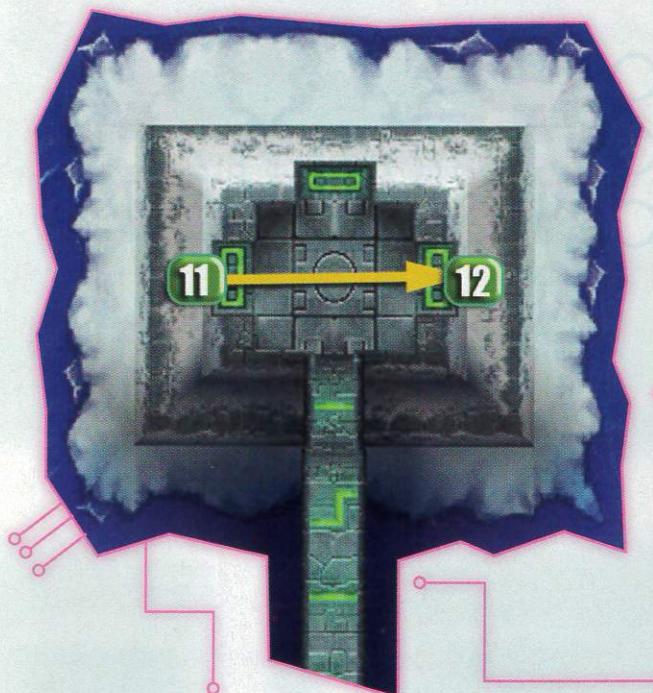


WEST ROUTE 1

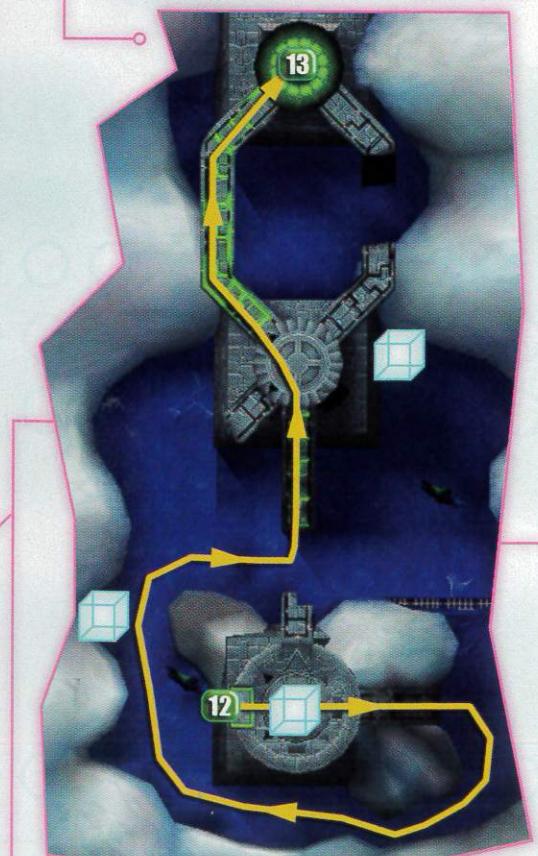
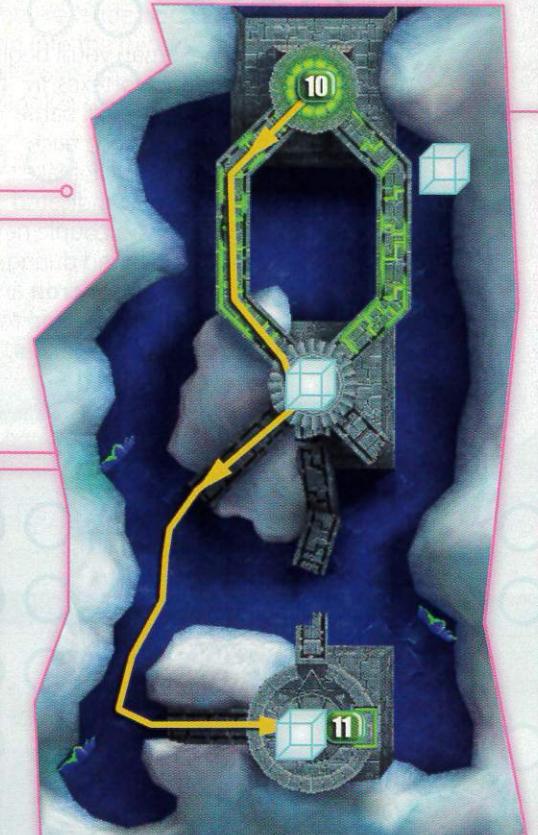
Retrace your steps from the warp pad **10** back to the southern rectangular warp pad **11**. Again, there will be vortex battles. Also, you should go out of your way to excavate, making sure to hunt for the **Omicron** and **Xi Cubes**.

HIMURO AREA 1

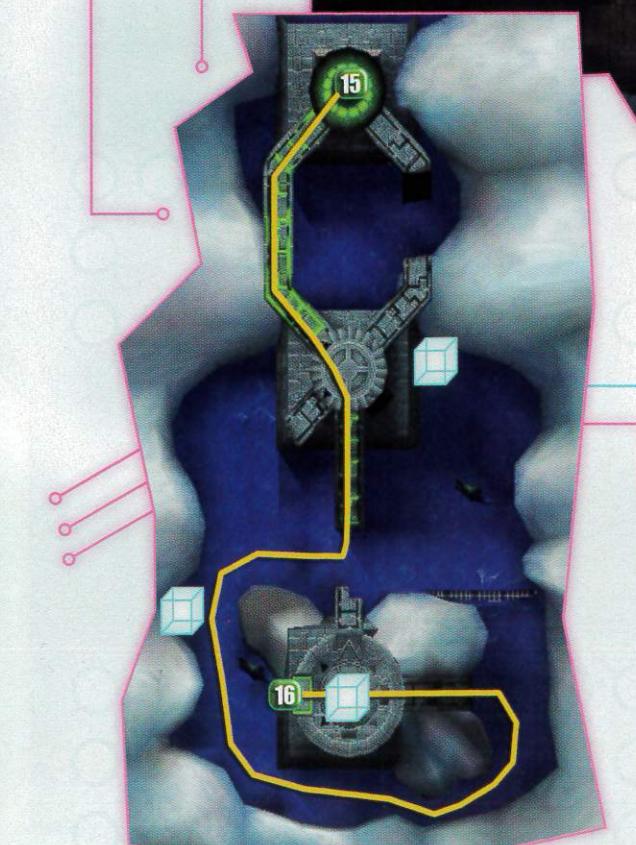
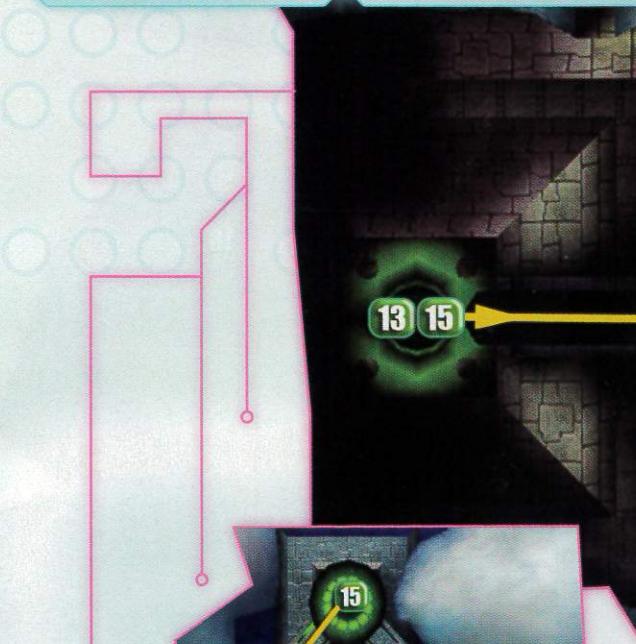
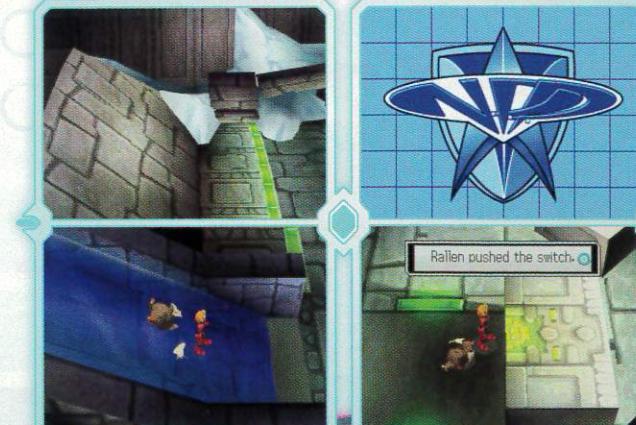
Back on the warp platform, move from the west warp pad **[11]** into the east warp pad **[12]**.

**EAST ROUTE 1**

Excavate Cubes and minerals and continue battling or evading vortexes. You are likely to find the **Xi Cube** in one of the indicated Cube areas. Follow the route from the south warp pad **12** to the northern warp pad **13**. This pad will place you inside the east switch house.

**EAST SWITCH HOUSE**

This switch house is almost a mirror image of the west switch house. You encounter many vortexes with Greep, Frozbic, and Isobic at 380 HP each. Fight them or run from them; use your best judgment. If you need higher levels or more Gura, don't miss a fight. Follow the route from the warp pad **13** to the switch room **14**. Pull the switch. Jeena contacts you and says there's some kind of mechanical system deep inside the planet. Retrace your steps back to the warp pad and exit the switch house **15**.

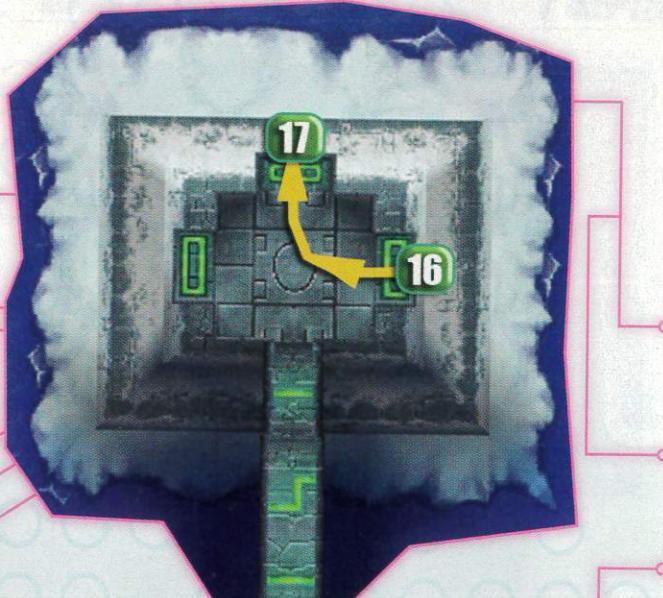
**EAST ROUTE 1**

Retrace your route from the north warp pad **15** to the south warp pad **16** to revisit the multi-warp pad platform.

HIMURO AREA 1



There's only one warp pad left; enter the rectangular north warp pad **17**.



NORTH SWITZER HOUSE

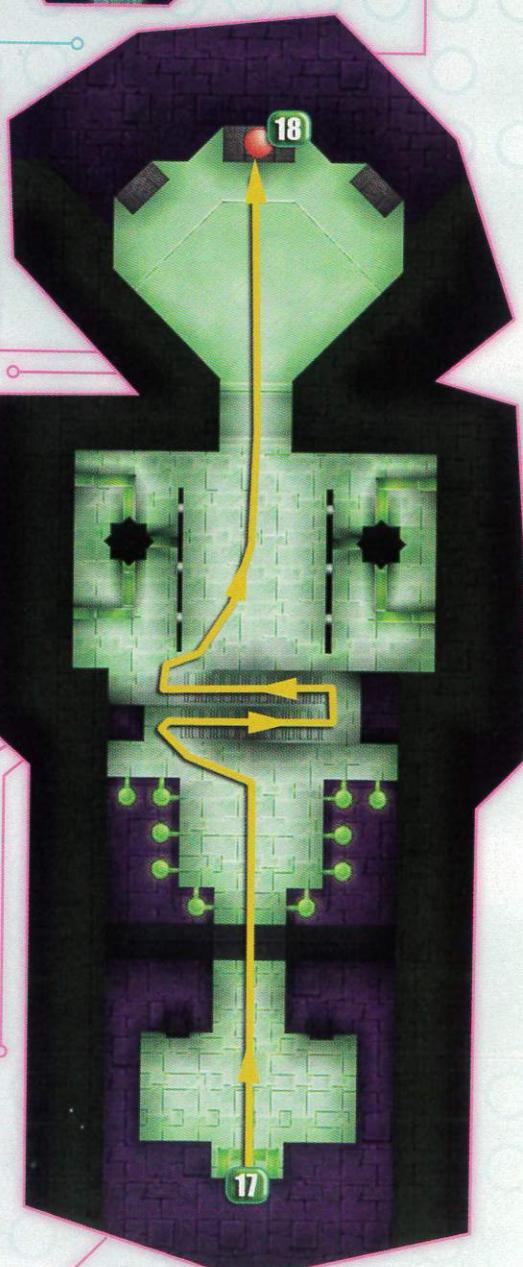
Head north and climb the stairs to the top floor. Continue north to the final switch **18**. Rallen contacts Jeena and says there's some sort of hologram that shows both Himuro and Meido. After pulling the switch in the movie clip, Jeena discovers that you are altering the orbit of Himuro. The planet itself is a controllable lens. You must control it to bathe Meido in a powerful burst of sunlight. Select "Yes" to operate the control panel.



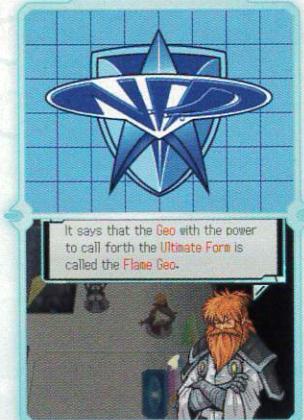
Use the stylus to move the sphere in the middle of the screen to the right while watching the lens graphic in the top screen. Continue spinning the sphere to the right until the lens shoots a beam of light at the purple planet. With that done, the black vortexes begin parting and moving away from the light. You now have a clear route to get to the planet.



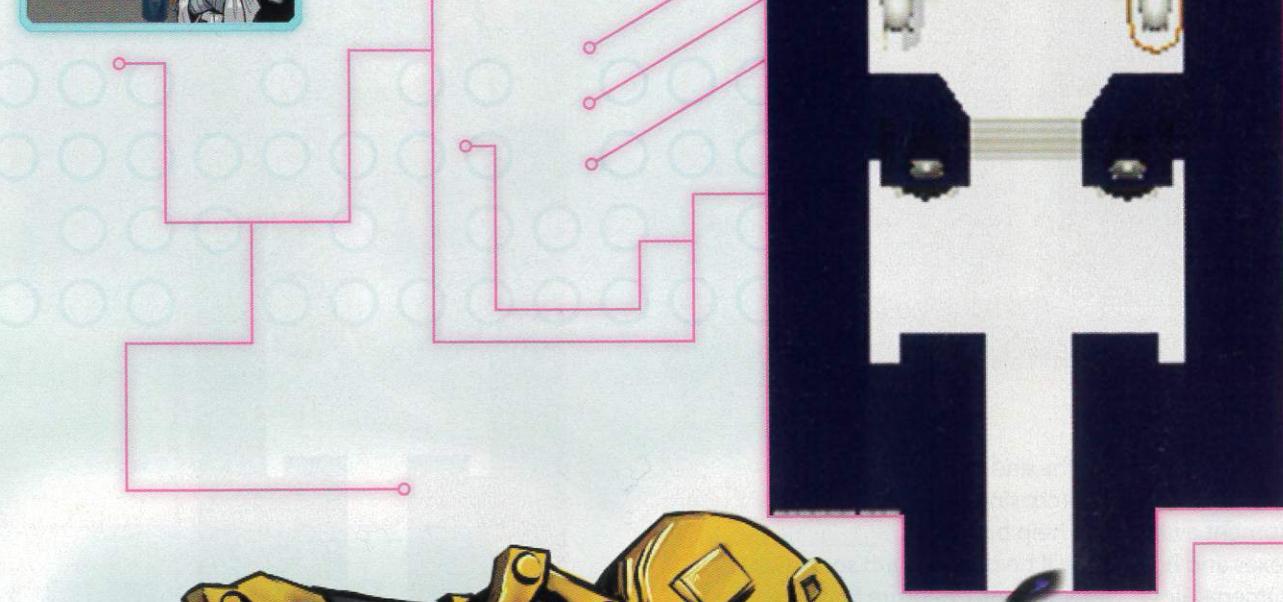
Rallen finds a **Relic Crystal** on the control panel and takes it. Exit the switch house and Jet Pack back to the spaceship.



SPACESHIP 19



Inside the spaceship, speak with Aldous and Jeena. Aldous says the **Relic Crystal** contains information about methods for summoning the Ultimate Form Spectrobes, which is the final stage of evolution for Spectrobes. The key to reaching this Ultimate Form lies sealed in a gem called the **Flame Geo**. It is located on Genshi.



EPISODE SEVEN

SAVING NANAIRO

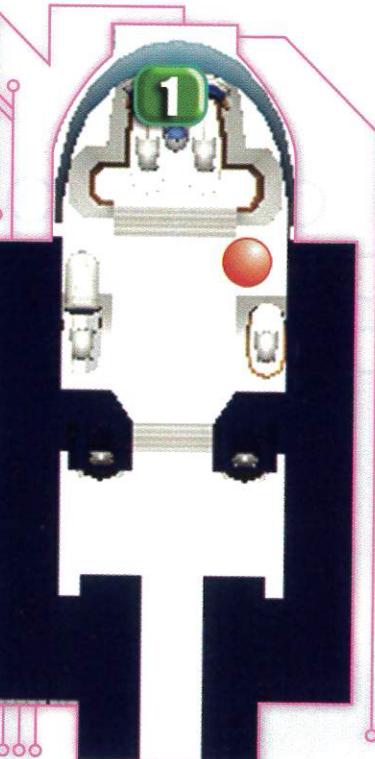
SPACESHIP 1



The Relic Crystal you recovered contains information about methods for summoning the Ultimate Form Spectrobes, which is the final stage of evolution for Spectrobes. The key to reaching this Ultimate Form lies sealed in a gem called the **Flame Geo**, which is located on Genshi. Set a course for Genshi (P1), Area 2 (Lava Flows).

TIP new equipment

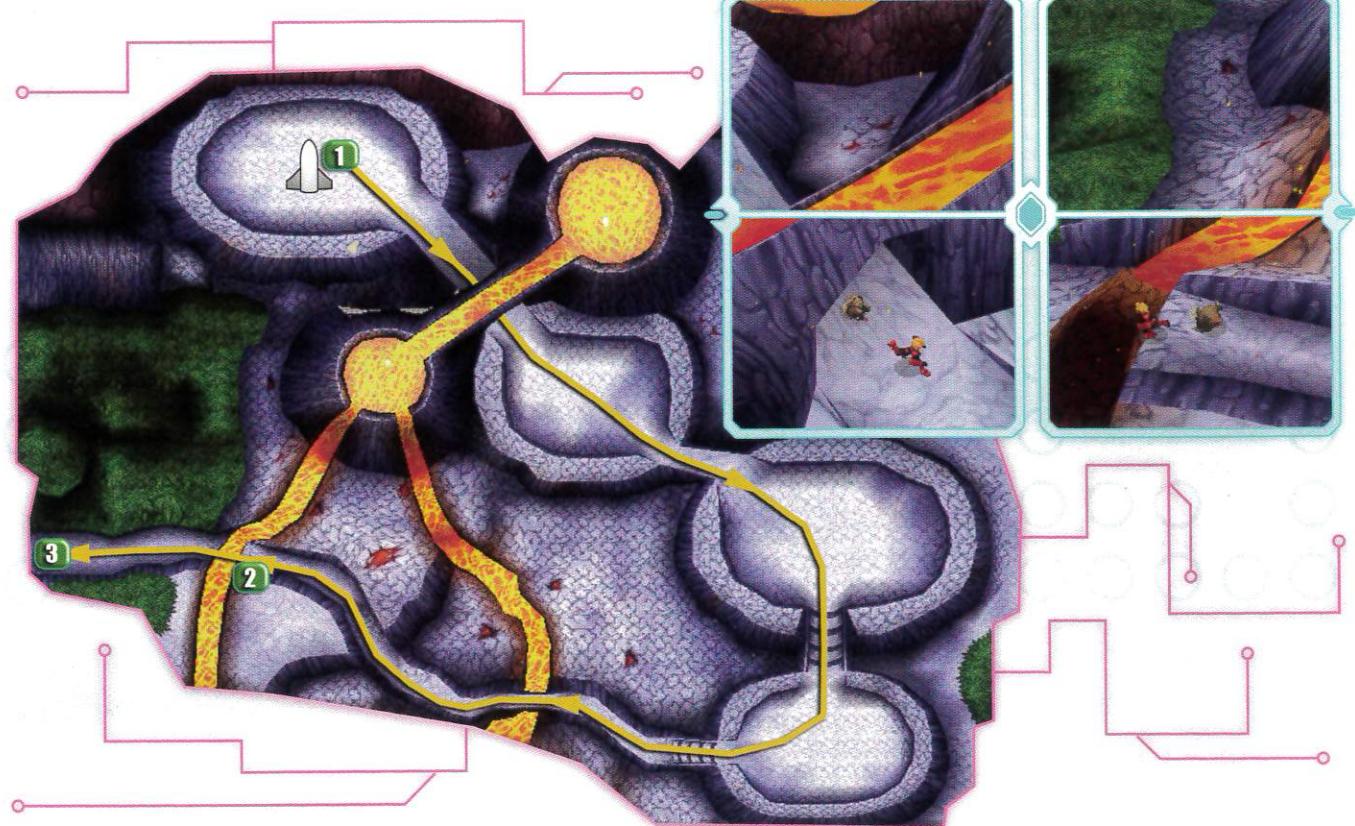
You're getting close to the end of the game now. You should consider purchasing the highest level equipment available to help battle the high-level vortexes and bosses you'll be dealing with soon. Get the Omega Glove, Omega Sword, Rapture Blaster and the Plate Gear Suit. This will put you around 650 HP. The blaster will allow you to finish off wounded Krawl. If you can't afford these, sell rare minerals to the dealer in Kollin for extra Gura.



- ▲ SHOP
- CUBE
- IMPORTANT CHARACTER OR ITEM
- NPC
- SHIP LOCATION

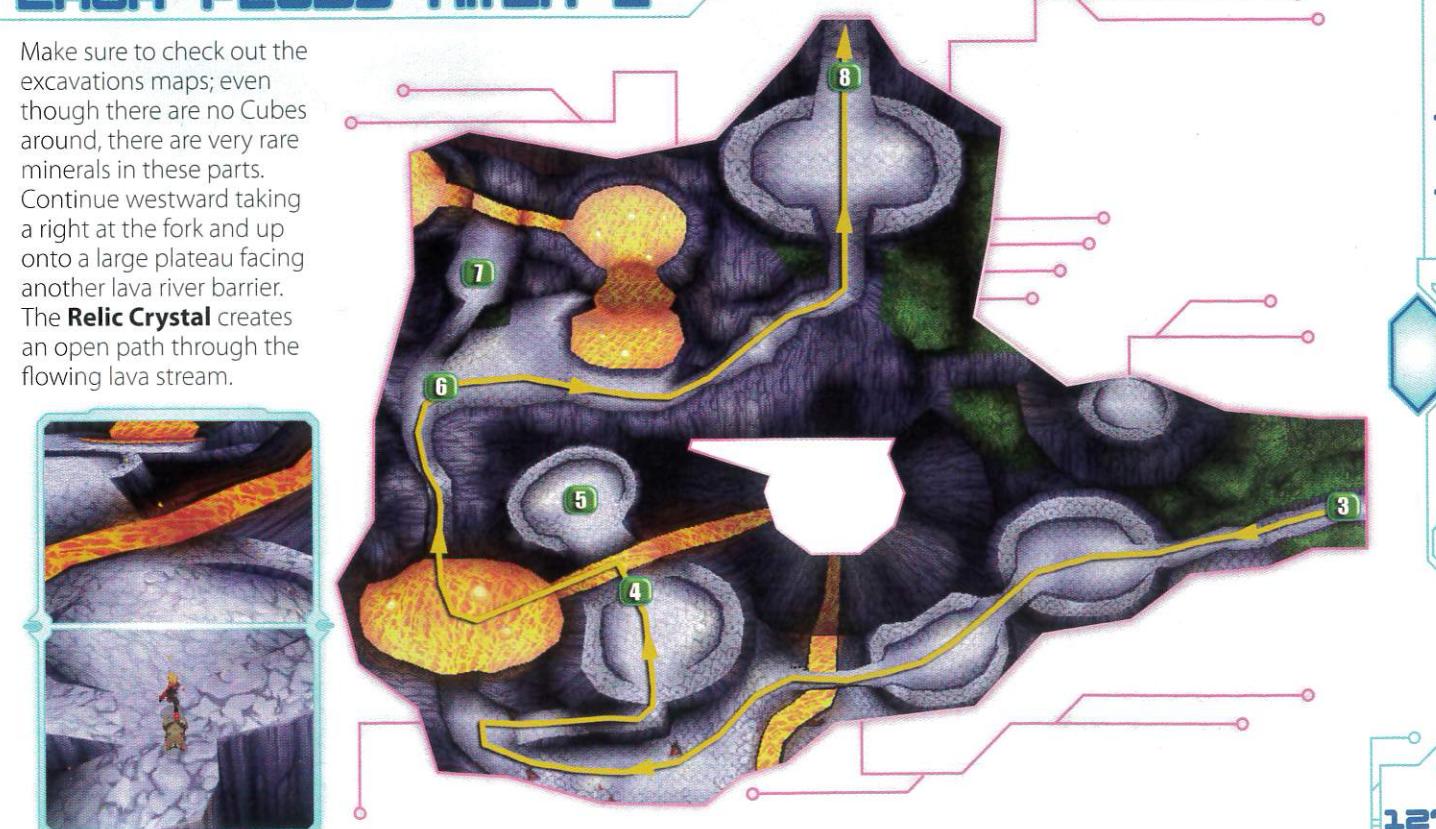
GENSHI, LAVA FLOWS

In the first area on Genshi you battle Volzepi, and Volnoot with 400 HP each. Don't avoid battles. You may need the Gura for more high-level items and the experience doesn't hurt. Follow the map route from the ship 1 until you reach the lava river dead-end 2. The Relic Crystal begins to glow and stops the flow of the lava. The lava cools and hardens allowing you to cross to the continuing path safely. Continue west to the next area 3.



LAVA FLOWS AREA 2

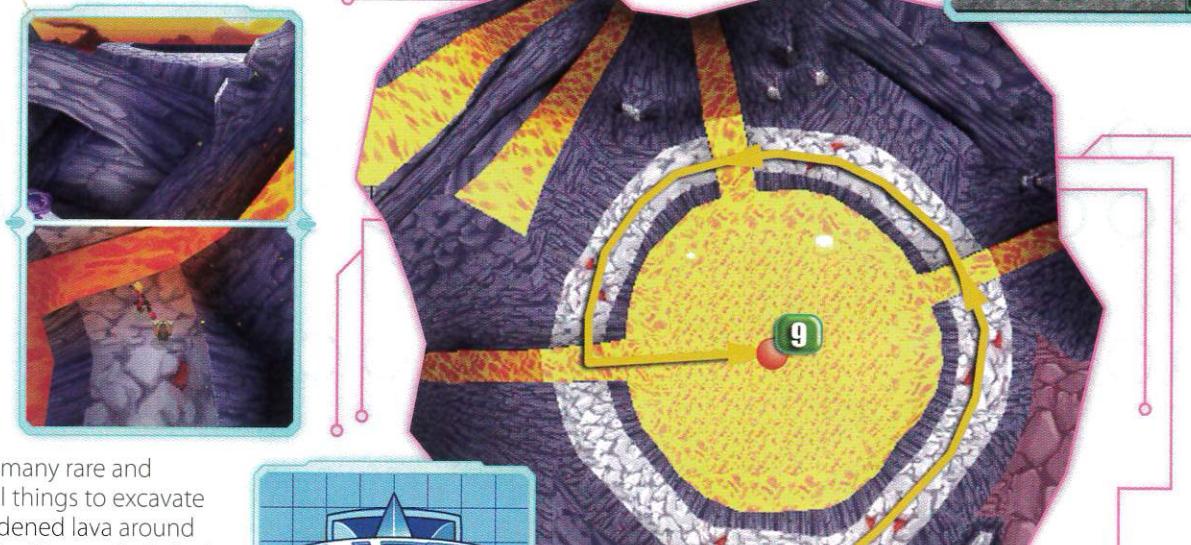
Make sure to check out the excavations maps; even though there are no Cubes around, there are very rare minerals in these parts. Continue westward taking a right at the fork and up onto a large plateau facing another lava river barrier. The **Relic Crystal** creates an open path through the flowing lava stream.



At area **5**, north of the lava stream, you can excavate a bunch of rare minerals. Follow the hardened lava stream westward, then to the fork **6** in the pathway to the north. Heading up the left path leads you to a very rare excavation area **7**. Head back to the fork and follow the route east and north to the next area **8**.

THE FLAME GEO

Follow the route from the entrance of this map **[8]** counterclockwise around the top of the mountain, stopping at the lava streams to allow the Relic Crystal to do its thing. At the third lava river, follow the hardened lava path eastward into the mouth of the volcano. Take the **Flame Geo** from the top of the altar **[9]**. Now the Ultimate Form Spectrobes can be called fourth during battle—but only once per battle.



There are many rare and wonderful things to excavate in the hardened lava around the altar. You'll most likely find **Pearl**, **Ruby**, **Coral**, **Spinal**, and **Quartz**. Dig it all up, then Jet Pack back to the spaceship.

SPACESHIP

10

The Ultimate Form Spectrobes attack is similar to the group CH attack, but does not require as much charging. Charge the CH Gauge up to three bars and press the Y button, "Geo" appears on screen. Press X to summon the attack. The attack hits all enemies with two 200 HP damage attacks for a total of 400 HP damage on each enemy in the battle arena. Priceless! Set a course for Meido (P7), Area 1 (Meido Surface). Save your progress before leaving the ship.



TIP final boss battles

You are now off to fight the final bosses in the game. Make sure to have all the highest level items equipped and assign your most powerful Spectrobes to battle alongside Rallen. If you have a good amount of minerals, move these two Spectrobes into the Incubator and feed them everything you got to raise their levels as high as possible. Then, place them back in the battle slots.



MEIDO SURFACE AREA 1

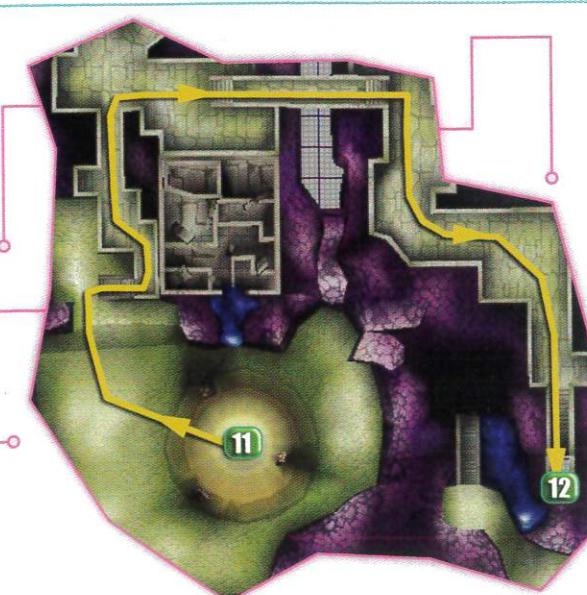
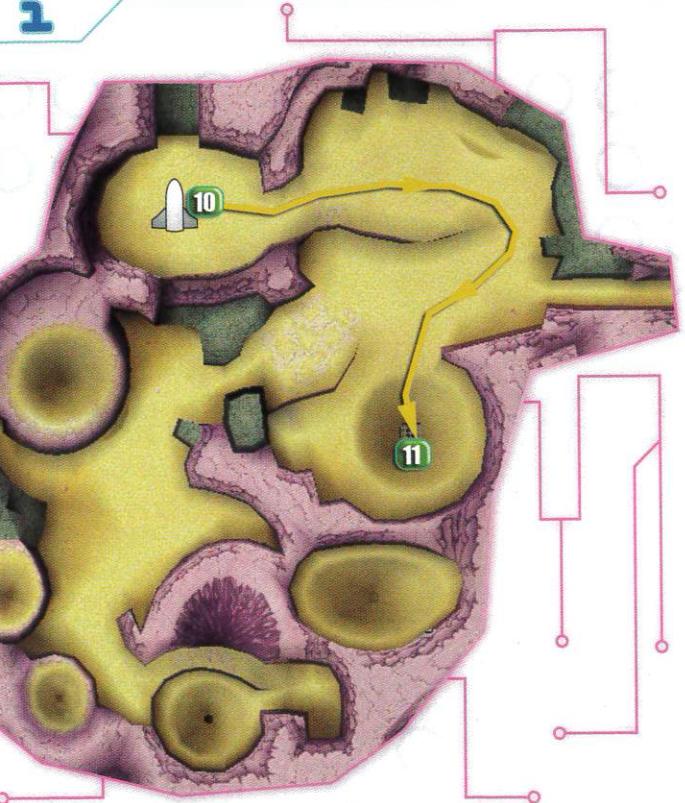
On Meido, the vortexes contain high-leveled Vizbar and Grisen with around 480 HP each. Practice the Ultimate Form summon attack in these random battles. Charge the CH Gauge to three bars, Press Y and then X. Again, you can only do this once per battle, so use it wisely. This attack with one charged group CH attack will do in most random Krawl battles you enter between here and the final boss. Follow the short route from the ship **[10]** to the sand trap **[11]**. Fall into the hole in the center of the funnel to drop down into the underground passageways.



MEIDO UNDERGROUND



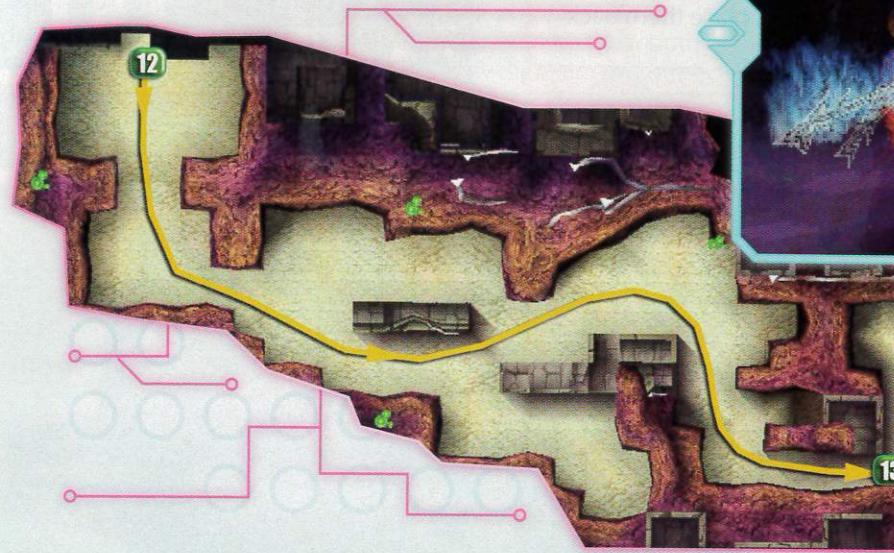
In the under-world you encounter Moldova and Molrach with 480 to 500 HP. Follow the route northwest out of the sand pit **[11]** and onto the cobblestone pathway. Follow this to the exit **[12]**.



MEIDO SURFACE AREA 2

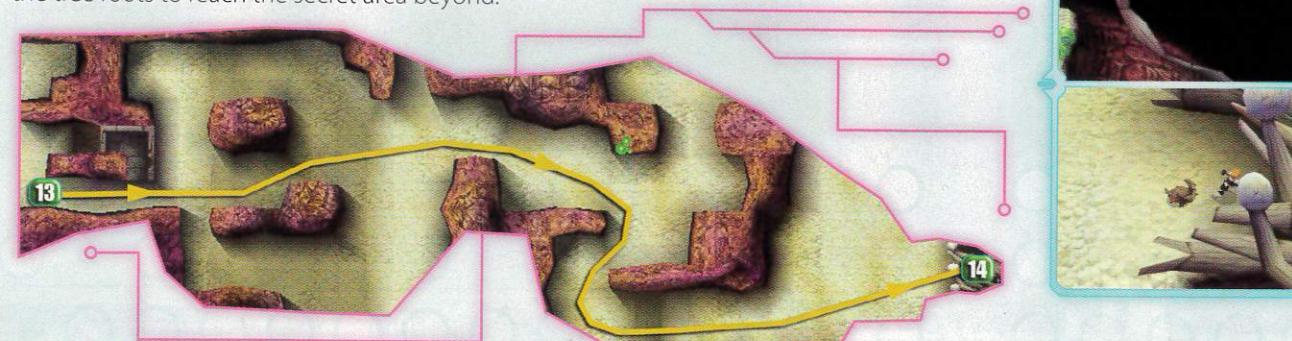
Back outside, if caught in a vortex, you will battle Moldova and Molrach with 480 HP. Move from the underground exit 12 to the east following our route to the next area 13.

You may consider avoiding battles at this point if you are getting damaged during random battles, or if you do not have the items to replenish lost health. Boss battles are just around the corner.



MEIDO SURFACE AREA 3

Run due east and veer a bit north to find the path through the canyon walls. Follow our route through the simple maze. Once you reach a large clearing, head east until you find what looks like a large pile of tree roots 14. This is a secret passage to the final stages. Just walk through the tree roots to reach the secret area beyond.



KRAWL AREA 1

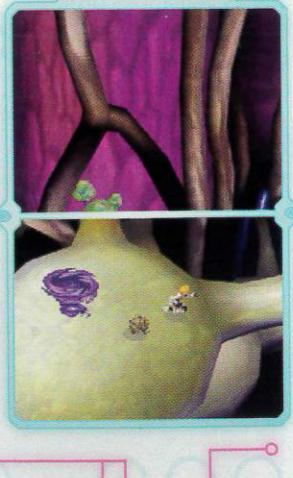
Follow the fleshly pathway to the stone platforms. Avoid or fight the vortexes. The enemies found here are Molrach and Gazoot with 500 HP each. Follow the stone platforms eastward to the organic root-looking paths 15. Once on the first organic platform, continue along the northeast root 16 to reach the next area.



137

KRAWL AREA 2

The following path is a series of organic platforms with a branching root system. Vortexes are encountered almost every step of the way. The easiest way through is to just continue along the east root on each platform. This will take you to the next map 17.



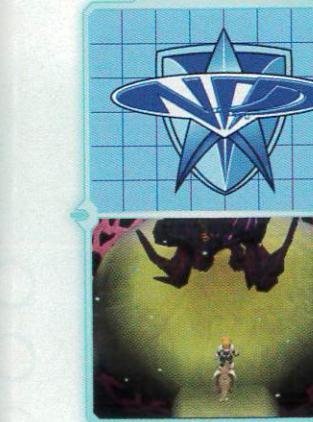
FINAL KRAWL AREA



Follow the organic platforms and root paths eastward through the spore flurry. The path bends north and west. Stop on platform 18 and check to make sure you have the items you want equipped, as well as the antidote or serum you may require during battle. Once all is good-to-go, move north to the next platform 19 where you will reach the final boss and the end of the game.



RANKA BOSS FIGHT



The Ranka boss consists of two Orbux at 350 HP, and the big krawl, Otorso. It weighs in at a whopping 700 HP. The two Orbuxes are attached to the sides of the Otorso (the bigger Krawl) and support the boss by emitting plate-like protective shields. The purple shield not only keeps you from using close-combat tactics it also causes a small amount of contact damage. Although small amounts of damage are inflicted, if you are cornered by this group, the small nickel and dime attacks can really add up. Keep away!

Begin the battle using the Ultimate Form summon attack. This knocks the shield-emitting Orbux down to 270 HP and the main boss down to 620 HP. (They aren't fully effected by this summon as other enemies are.)



Use attacks that are not directly physical in nature, such as Spikanor's ground pounding attack. A fully CH charged ground pounding attack within range (and with a high level Spectrobe) can dish out 155 HP damage to the Orbux.

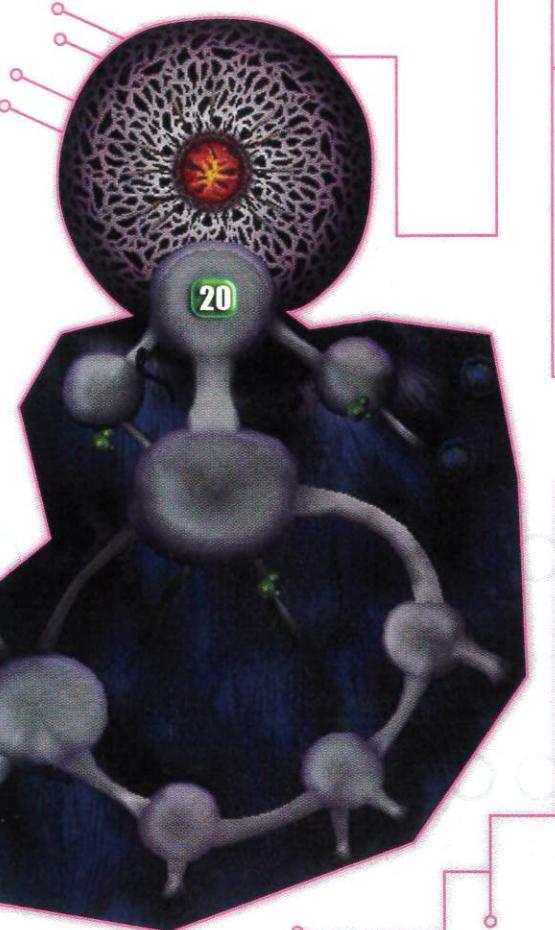


FILO BOSS FIGHT

The mushroom boss, Thoraxa spawns two Zepi with 100 HP each. Thoraxa continuously spawns these low-level creatures throughout the battle. So, don't waste your time on the Zepi; just avoid them. Thoraxa has 800 HP and sits in the middle of the battlefield. The boss does not move. Hit it with a couple charged CH group attacks and an Ultimate Form summon. Shoot away what little HP remains after this attack using your blaster.



Once the Orbux are out of the picture you can use close-combat tactics on the slow-to-react boss. Avoid his red plasma projectile attacks; they are somewhat slow and it's possible to side step out of their path. Rallen can now damage the Otorso with blaster attacks, but it's best to use physical Spectrobe attacks or charged CH group attacks for a quick defeat.



After the battle has been won, the mushroom's spore flurry completely replenishes you and your Spectrobes' health. The mushroom spores are also reviving the beaten boss at your feet. You must defeat the mushroom to destroy the boss for good.



GIGAGORGIA FINAL BOSS FIGHT

Just enough mushroom spores enter the defeated boss to bring it back to life. You must now defeat a single enemy... Goblada. Goblada has an incredible 999 HP. Luckily, the boss moves slowly and only fires a slow plasma projectile attack from distance. Use any attack you can to knock it down to 630 HP. Use charged CH group attacks or close combat. Save the Ultimate Form until the boss engages its shields when it reaches 630 HP. The Ultimate Form summon is the only thing that will break its shields. Once the shields are down you can use Blaster attacks and anything else you want.



When you knock the boss down to around 250 HP it begins to regenerate health. Goblada continues to heal itself until you find a way to defeat it. The key to defeating the boss at this point is to hit it with a quick succession of damaging attacks. So, charge up a CH group attack, then quickly follow up this attack with one of your Spectrobes strong close-combat attacks. That's it. You beat the game...Iku Ze!!

TIPS

GENERAL

- Talk to non-playable characters (NPCs); they'll give you hints to the locations of minerals and cubes.
- Actively search for cubes everywhere you go. Cubes unlock important game features such as multiplayer, Nintendo Wi-Fi Connection, the Card input, Color Awakening, Incubator Terrains, and more.
- The Recovery Pod is your friend. The Recovery Pod on the left hand side of the ship (near the exit ramp) can heal Rallen and the Spectrobes as well as save your game progress.
- Child Spectrobes have different Search Abilities. Child Spectrobes have different search abilities. Some have very large search circles, and some are specialized to only search for fossils or minerals. Try setting different Child Spectrobes using the Line Up and test out their abilities.
- Search in unusual places. Fossils minerals and cubes are often found buried near unique geographical features, such as near rock formations, indents, dead-ends, etc. Make sure to search anywhere suspicious. Or, just use our Excavation Maps to find all the dig areas.
- "I damaged a Cube and failed the Excavation!" Don't worry! If you come back to the same spot later, the Cube can be excavated again.
- A list of all the information from the Cubes is stored on the computer in Aldous' escape pod. Press the A Button while facing the pod to start the computer. The data in the computer is even more detailed than Aldous' explanation.
- Excavating fossils and minerals without damaging them gives you more Excavation points. Excavating fossils cleanly maintains extra Minergy in the fossil, and sometimes you can even get Custom Parts.
- The Incubator is the only place that Spectrobes can be evolved. Put your favorite Spectrobes in the Incubator often.
- At first the Incubator has just one basic room type, but collecting the Iota Cube unlocks new Terrains for the incubator. Using a terrain that matches the Form of Spectrobes you are raising will greatly reduce the amount of time required to evolve that Spectrobe.
- Raising two Spectrobes together in the same Incubator room for long enough will cause a special "friendship" bond between those two Spectrobes. If you use those two Spectrobes together in battle, their Combo attack

will be more powerful. You can tell that Spectrobes have become "friends" by the blinking heart-shaped icon in the Incubator. Also if you select a Spectrobe in the Line Up screen, the name of its "friend" is displayed on the bottom of the top screen. Friends of the currently selected Spectrobes also have a small heart icon that appears next to their icon on the bottom screen.

After you awaken a fossil that includes Custom Parts, the Custom Parts cannot be applied to Child forms, so the newly awakened Spectrobes won't look any different. However, once that Spectrobe is evolved into Adult or Evolved forms, you can switch out the default parts with the custom parts, and change its look.

"What can I get from the Spectrobes Cards in the Card Input System?" You can get Spectrobes, Custom Parts, Minerals, etc. There are even some super rare Spectrobes that can only be attained from the cards!

All of the Krawl in the game also fit into the Corona / Aurora / Flash properties. Learn to recognize the property of the Krawl you are fighting, and use a Spectrobes whose property is strong against that Krawl. For example, Corona (red) is strong against Aurora (green), so a Corona Spectrobes' attacks will be stronger against an Aurora-type Krawl. Similarly, a Flash Spectrobes' attacks will be weaker against an Aurora-type Krawl. Learning this relationship is the key to victory.

After you beat the game you have to let the credits play all the way through to the finish, or it won't auto-save and remember that you have completed the game. Let the credits roll and then save!

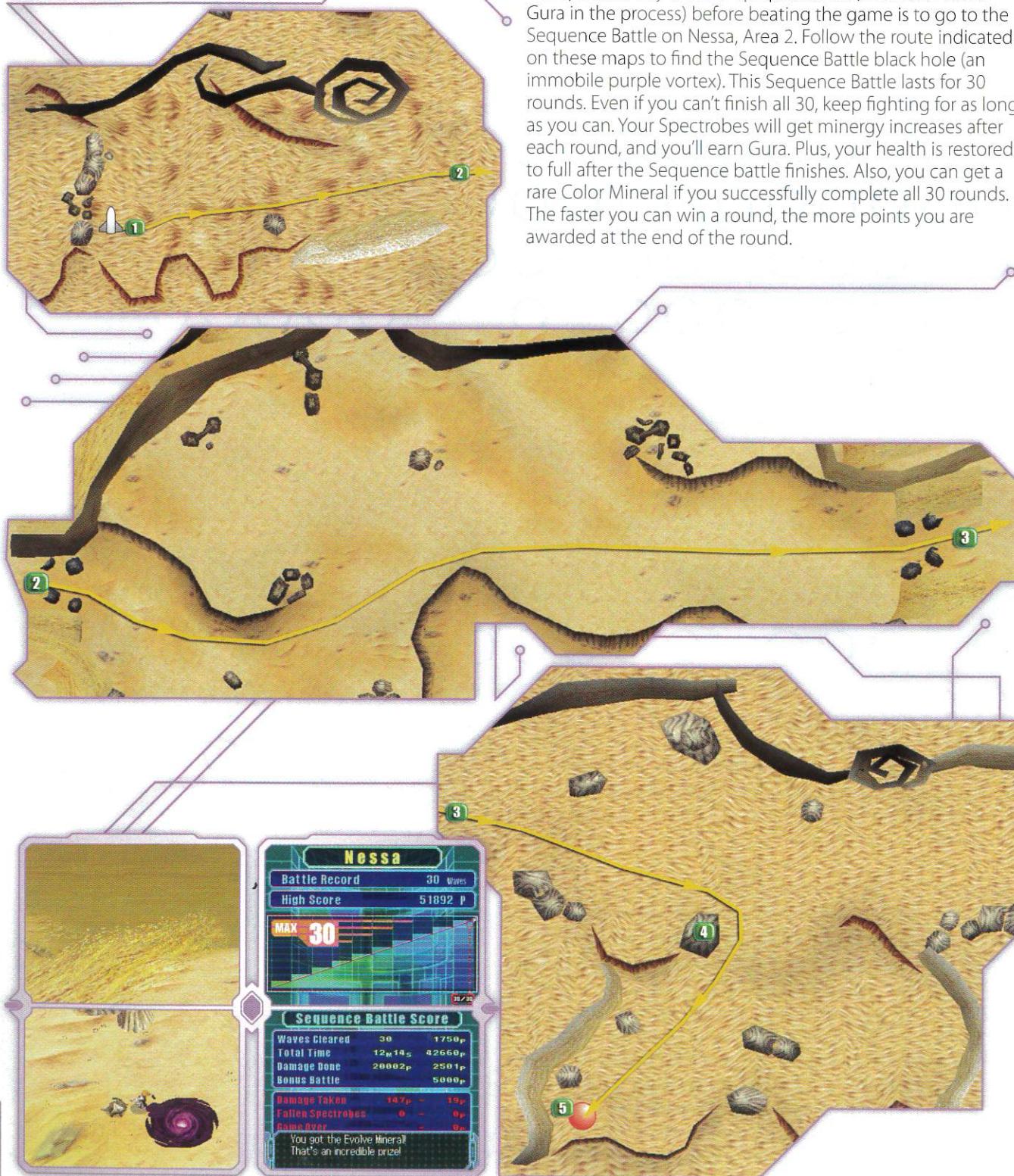


SEQUENCE BATTLES

sequence battles and remaining ultimate forms

There is one Sequence Battle area that can be reached before you beat the final boss. This is on Nessa (P4) Area 2. More Sequence Battle areas become available after beating the final boss. The only way to get the remaining 6 Ultimate Forms is to complete all rounds of battle for each of the 6 Sequence Battles that unlock after the game is completed.

NESSA SEQUENCE BATTLE



TIPS

The quickest way to level up Spectrobes (and make some Gura in the process) before beating the game is to go to the Sequence Battle on Nessa, Area 2. Follow the route indicated on these maps to find the Sequence Battle black hole (an immobile purple vortex). This Sequence Battle lasts for 30 rounds. Even if you can't finish all 30, keep fighting for as long as you can. Your Spectrobes will get minergy increases after each round, and you'll earn Gura. Plus, your health is restored to full after the Sequence battle finishes. Also, you can get a rare Color Mineral if you successfully complete all 30 rounds. The faster you can win a round, the more points you are awarded at the end of the round.

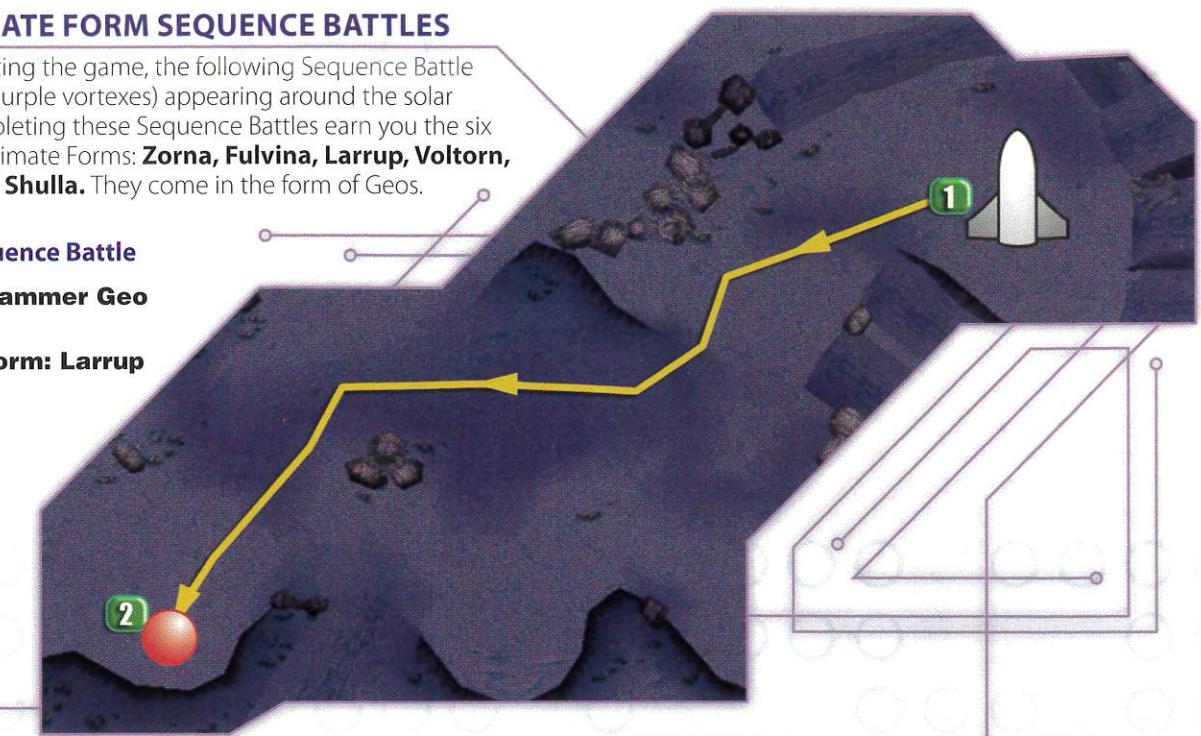
SIX ULTIMATE FORM SEQUENCE BATTLES

After completing the game, the following Sequence Battle black holes (purple vortexes) appearing around the solar system. Completing these Sequence Battles earn you the six remaining Ultimate Forms: **Zorna**, **Fulvina**, **Larrup**, **Voltorn**, **Artezza**, and **Shulla**. They come in the form of Geos.

Nessa2 Sequence Battle

Unlocks: Hammer Geo

Ultimate Form: Larrup



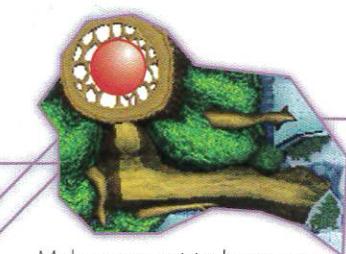
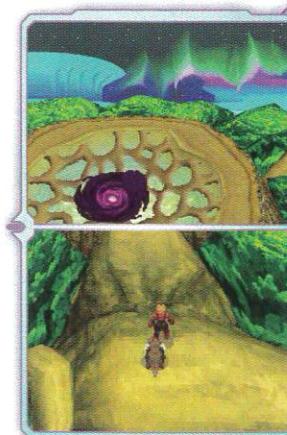
After you complete the story the ruins on Nessa, **Area 3** are no longer accessible. However, if you follow our route on this map you will find a special Sequence Battle, "Nessa2." Don't let the name confuse you, Nessa2 takes place on **Nessa, Area 3**. This is a grueling 60-round Sequence Battle. Not too difficult with high level Spectrobes. Just make sure to have good support Spectrobes for their stat raising features and incase you need to replace a wounded battle Spectrobe.



Daichi Sequence Battle

Unlocks: Cyclone Geo

Ultimate Form: Zorna

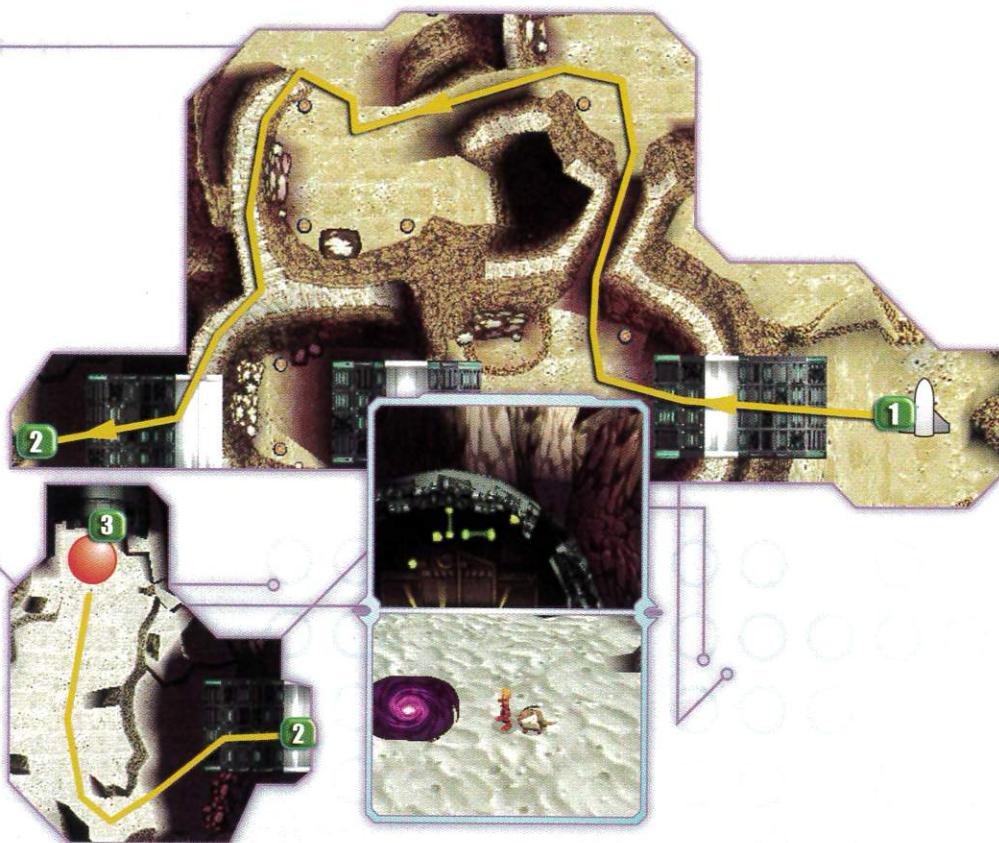


Make sure not to have any Aurora Spectrobes in your Battle Set when you trek through all of Daichi to reach the tree stump where you fought the boss. Aurora Spectrobes will get beaten by the Corona bursts all along the way. Also, wear your Corona suit as you enter the mountain to protect yourself from the same hazard. This is a 50-round challenge.

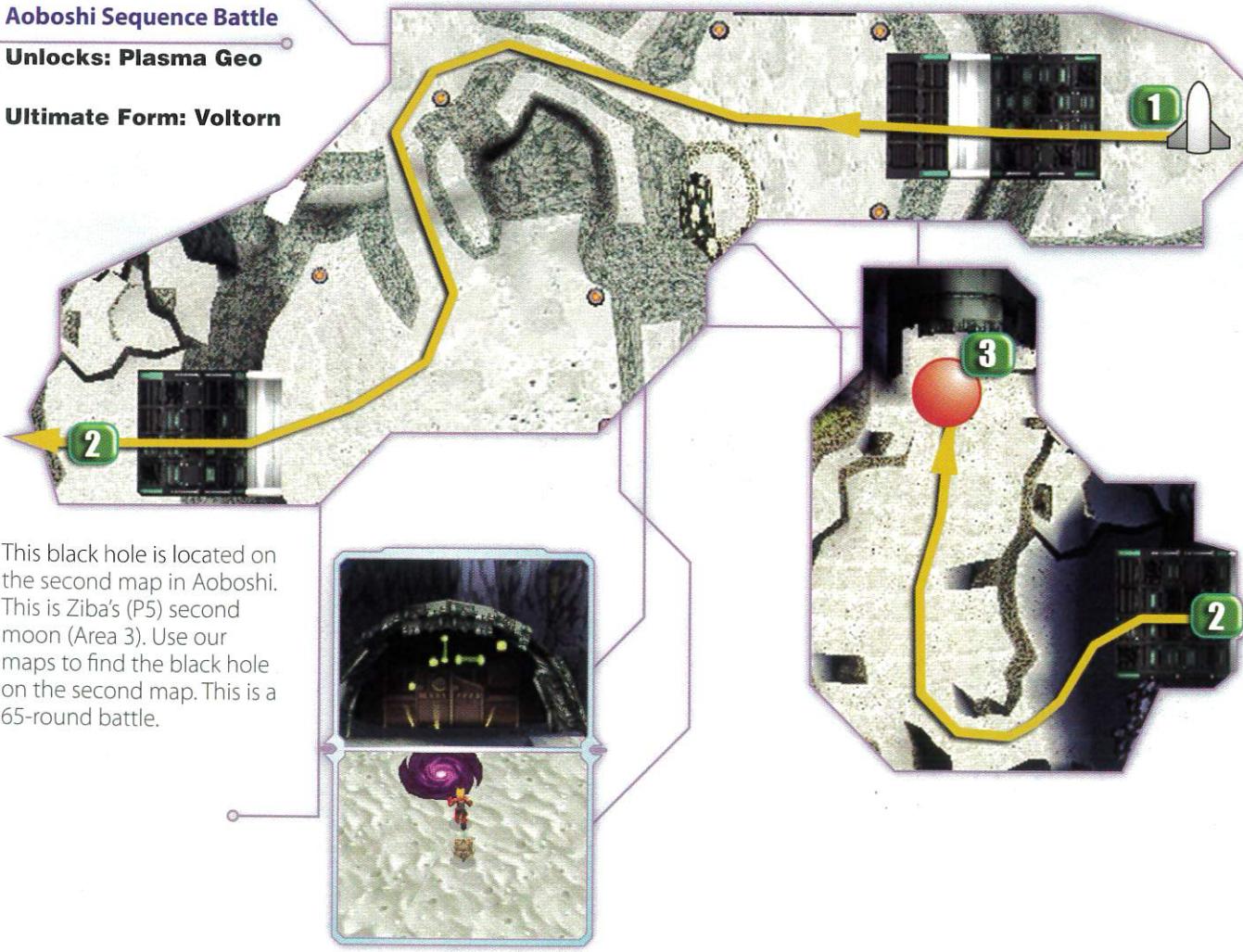
TIPS

Akaboshi Sequence Battle**Unlocks: Thunder Geo****Ultimate Form: Fulvina**

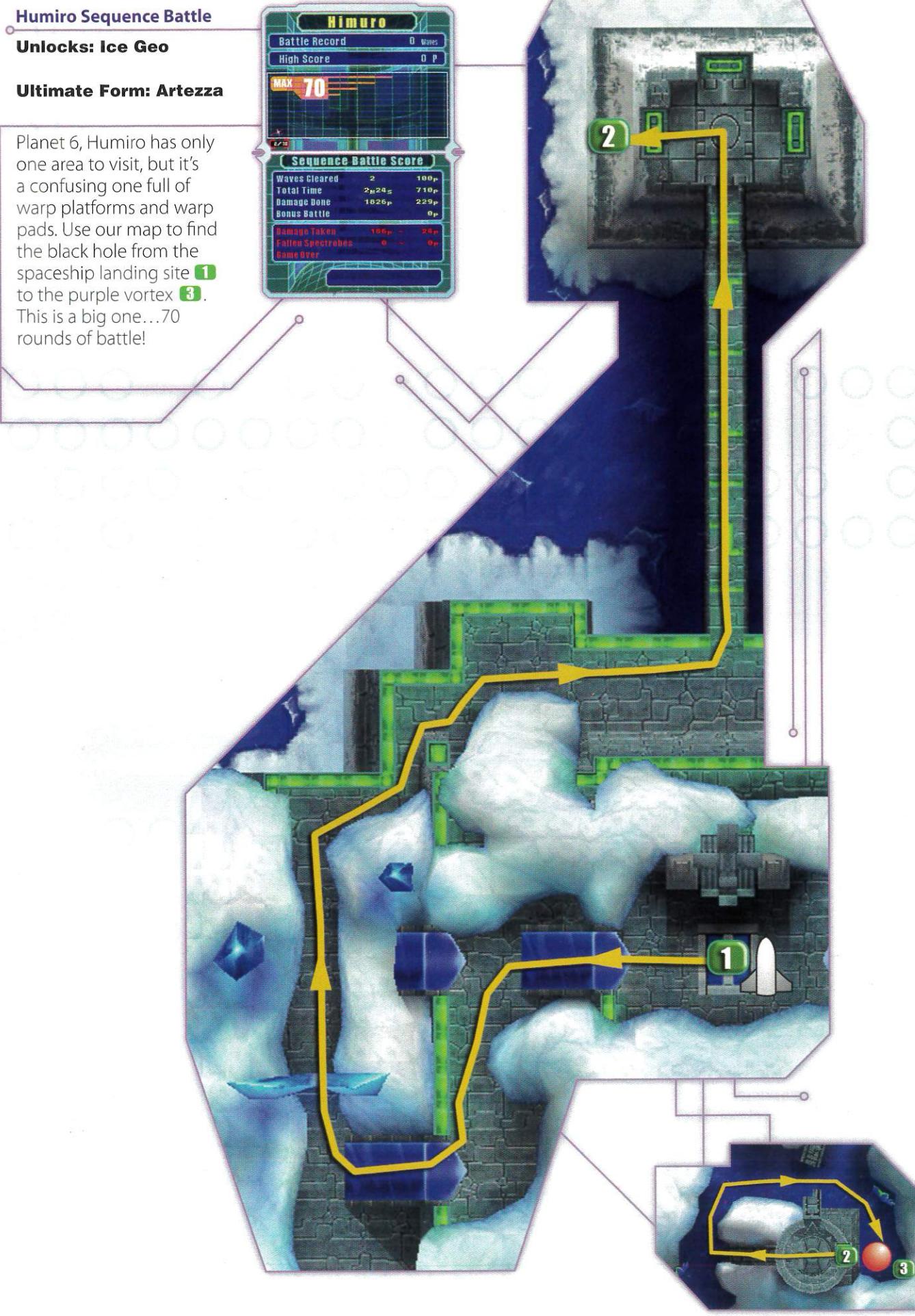
This black hole is located on the second map in Akaboshi. This is Ziba's (P5) first moon (Area 2). From the ship **1** head over the gate and follow the first north path around to access the raised pathway. **2** Pass over the next gate to access the second map. Head south, following the path to the black hole near the large conduit **3**. This Sequence Battle has a total of 55 rounds.

**Aoboshi Sequence Battle****Unlocks: Plasma Geo****Ultimate Form: Voltorn**

This black hole is located on the second map in Aoboshi. This is Ziba's (P5) second moon (Area 3). Use our maps to find the black hole on the second map. This is a 65-round battle.

**Humiro Sequence Battle****Unlocks: Ice Geo****Ultimate Form: Artezza**

Planet 6, Humiro has only one area to visit, but it's a confusing one full of warp platforms and warp pads. Use our map to find the black hole from the spaceship landing site **1** to the purple vortex **3**. This is a big one...70 rounds of battle!

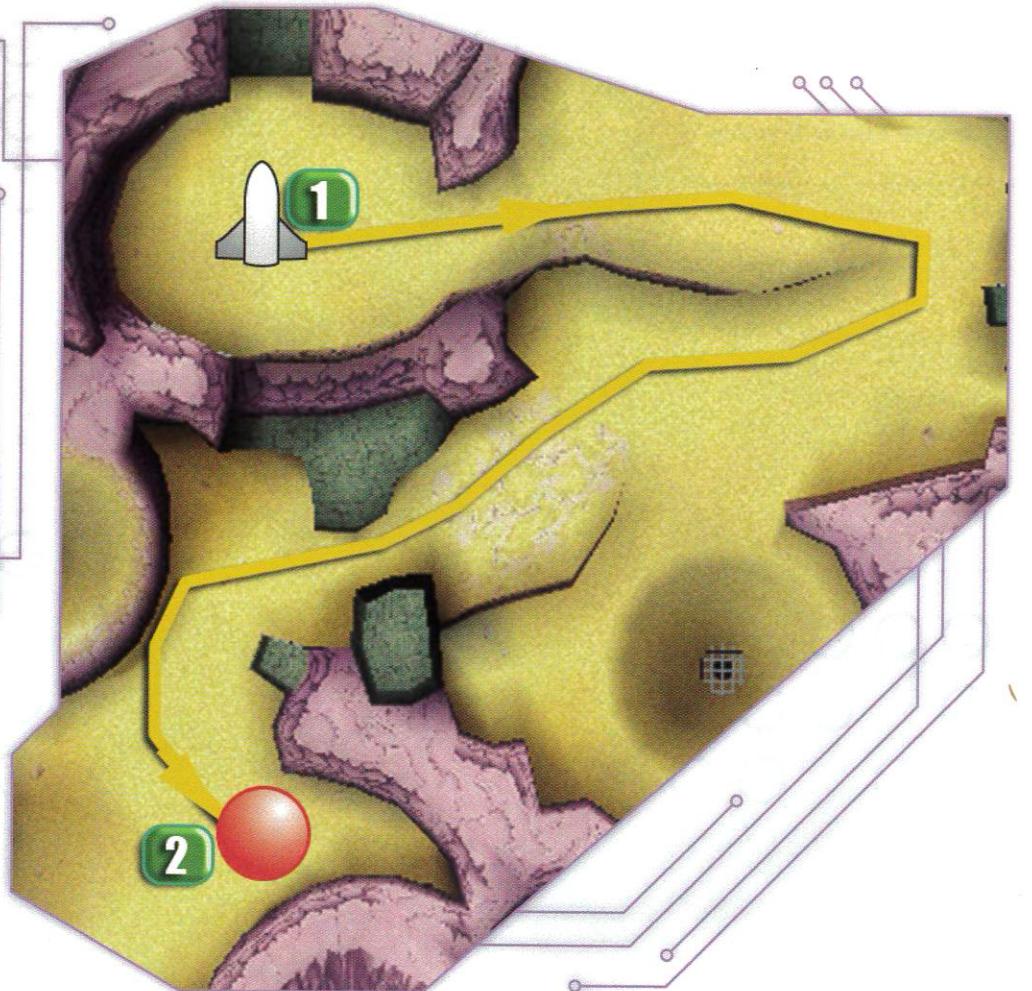


Meido Sequence Battle

Unlocks: Wing Geo

Ultimate Form: Shulla

The Seventh planet is your last stop for Sequence Battles. Use our map to go from the ship **1**, past the sand traps to the black hole to the west **2**. This is a 70-round battle!



MULTI PLAYER TIPS

- Trading fossils, custom parts, and Spectrobes is a great way to improve your collection.
- When playing multiplayer, remember the power relationship between the different properties of Spectrobes (Corona, Aurora, Flash). Choosing Spectrobes that are strong against your opponent's Spectrobes is important!
- Remember that to win a battle you only need to defeat Rallen, not the Spectrobes. Concentrate your attacks on Rallen! Likewise, make sure you are defending Rallen with your Spectrobes, and don't forget that upgrading your suit will increase Rallen's hit points!
- When you are the Matchmaker, make sure you walk around and watch everyone while they are battling. This will help you when it comes time to determine the top 3 players at the end of the tournament! Also keep the skill levels of the contestants in mind... matching up players with similar skill levels makes for a much more entertaining tournament.

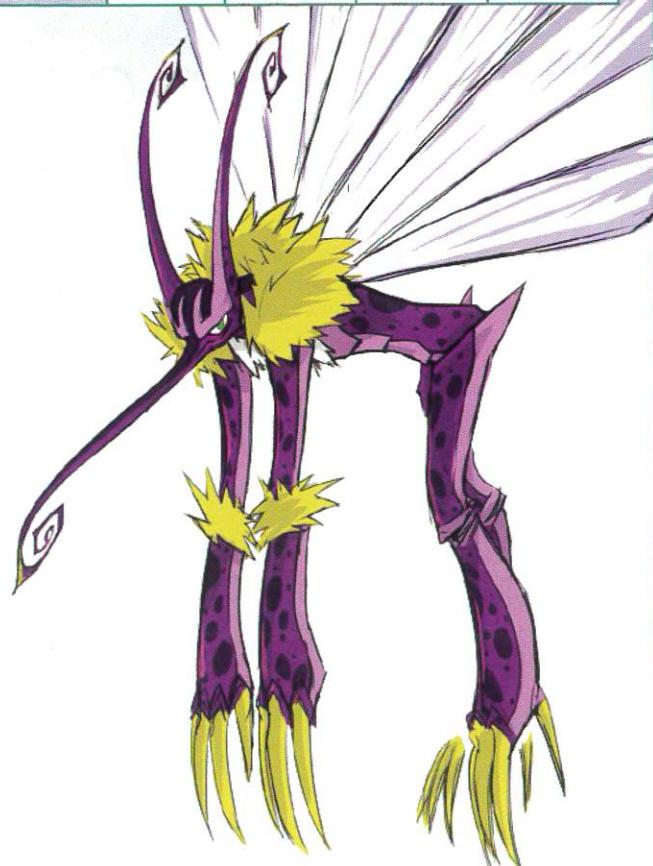
CUSTOM PARTS LIST

Spectrobase names are listed in the first column in the list below. Custom Part 1 names are listed in next column. When a base Spectrobase gets fitted with a Custom Part 1, its name changes to the new name, which is listed in the next column, "Custom Form 1."

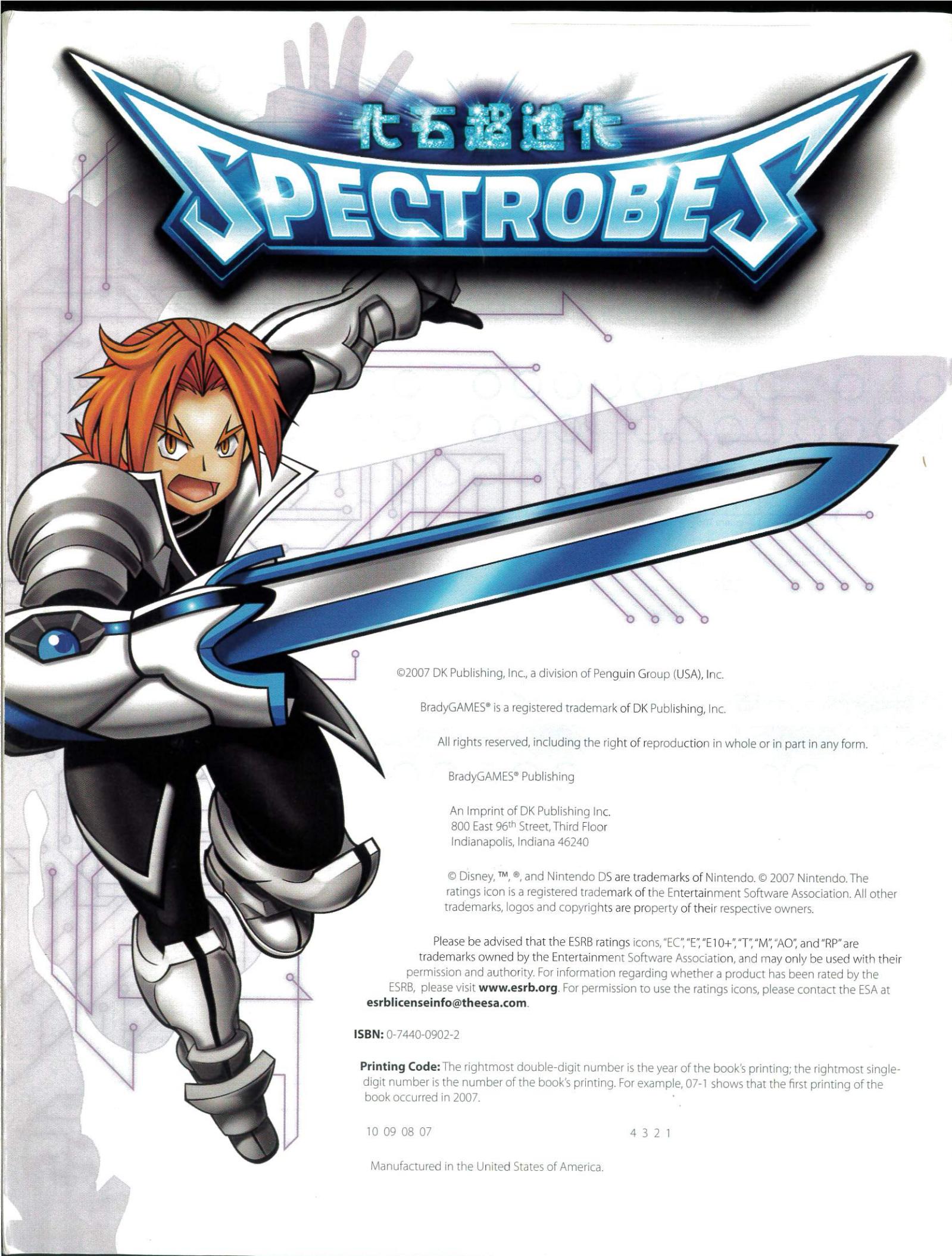
Likewise, Custom Part 2 names are listed in the next column. When a base Spectrobase gets fitted with a Custom Part 2, its name changes to the new name listed in the final column, "Custom Form 2."

Child forms have no custom parts and no custom forms.

SPECTROBE	CUSTOM PART 1	CUSTOM FORM 1	CUSTOM PART 2	CUSTOM FORM 2
Vilar	NONE	NONE	NONE	NONE
Vilamasta	Vilagrisp	Vilamasta Sissa	Vilacrimp	Vilamasta Thrusta
Vilanox	Vilablast	Vilanox Busta	Vilaball	Vilanox Balstoy
Segu	NONE	NONE	NONE	NONE
Segulos	Seshield	Segulos Sheldon	Sestar	Segulos Propos
Segulara	Seguslice	Segulara Tridos	Segustar	Segulara Octaos
Harumit	NONE	NONE	NONE	NONE
Harumite	Harucleft	Harumite Dizer	Haruclub	Harumite Danga
Harumitey	Harushiv	Harumitey Lanza	Haruspikes	Harumitey Lazos
Spiko	NONE	NONE	NONE	NONE
Spikan	Spincher	Spikan Angot	Spinker	Spikan Metra
Spikanor	Spippond	Spikanor Conker	Spilash	Spikanor Casta
Nagu	NONE	NONE	NONE	NONE
Naguryu	Naglub	Naguryu Powpow	Nablock	Naguryu Powa
Naguzoro	Nagucube	Naguzoro Blox	Naghunk	Naguzoro Nailer



SPECTROBE	CUSTOM PART 1	CUSTOM FORM 1	CUSTOM PART 2	CUSTOM FORM 2
Inkana	NONE	NONE	NONE	NONE
Inkanapa	Inscrone	Inkanapa Splay	Inguard	Inkanapa Spado
Inkaflare	Inkalade	Inkaflare Grippa	Inkascrew	Inkaflare Auger
Dongor	NONE	NONE	NONE	NONE
Dongora	Dongigger	Dongora Jabbit	Donbore	Dongora Jabb
Dongiga	Dongagore	Dongiga Gigusto	Dongrippa	Dongiga Gigas
Bartor	NONE	NONE	NONE	NONE
Bartolior	Barskap	Bartolior Arken	Barkelmit	Bartolior Helma
Bartolosa	Barspeak	Bartolosa Shasta	Baripoka	Bartolosa Shappa
Aoi	NONE	NONE	NONE	NONE
Aoba	Aocrest	Aoba Zenis	Autwist	Aoba Zane
Aobasar	Aobiscus	Aobasar Apex	Aobertex	Aobasar Crest
Komainu	NONE	NONE	NONE	NONE
Komanoto	Komahalo	Komanoto Aura	Komarupin	Komanoto Bitho
Komadoros	Komacurf	Komadoros Pharos	Komaspur	Komadoros Partho
Shakin	NONE	NONE	NONE	NONE
Shakor	Shasharp	Shakor Bolo	Shaspear	Shakor Bristle
Shakoblad	Sashuslice	Shakoblad Brand	Sashuscar	Shakoblad Blade
Zoza	NONE	NONE	NONE	NONE
Zozane	Zozitike	Zozane Spike	Zozitank	Zozane Shank
Zozanero	Zozitmas	Zozanero Sevasa	Zozibind	Zozanero Seva
Grida	NONE	NONE	NONE	NONE
Griden	Gristar	Grilden Biblatz	Grispit	Grilden Biblad
Grildragos	Grillorb	Grildragos Draflo	Grillzore	Grildragos Drafly
Gejio	NONE	NONE	NONE	NONE
Gejigen	Gejidicer	Gejigen Tirox	Gejicrown	Gejigen Tiara
Gejigage	Genscythe	Gejigage Sickle	Genscalpel	Gejigage Skiver
Kasumi	NONE	NONE	NONE	NONE
Kasumite	Kasukite	Kasumite Spanga	Kasugong	Kasumite Spana
Kasumire	Kasumibeak	Kasumire Sparta	Kasumicase	Kasumire Spo
Samukabu	NONE	NONE	NONE	NONE
Samurite	Samuspire	Samurite Vortar	Samuaxe	Samurite Vorto
Samugeki	Sastriker	Samugeki Expite	Sastumer	Samugeki Expa
Kubaku	NONE	NONE	NONE	NONE
Kuganon	Kozonic	Kuganon Shojet	Kobuckler	Kuganon Shesho
Kugaster	Kubibooth	Kugaster Sonica	Kubidart	Kugaster Sonara
Mametto	NONE	NONE	NONE	NONE
Mamerobo	Mamecrystal	Mamerobo Shospy	Mamedrum	Mamerobo Shoda
Mametosu	Mametobit	Mametosu Daidril	Mametogrip	Mametosu Daite
Danawa	NONE	NONE	NONE	NONE
Danapix	Daglob	Danapix Haball	Dagflare	Danapix Habba
Danaphant	Danilob	Danaphant Tuskit	Danitusk	Danaphant Tuska
Tenkro	NONE	NONE	NONE	NONE
Senkro	Senbrace	Senkro Winkut	Senvane	Senkro Winko
Gekikro	Gekikite	Gekikro Pogaso	Gekihorn	Gekikro Pegas
Mossari	NONE	NONE	NONE	NONE
Mossarito	Mossajabot	Mossarito Habatsu	Mossaflap	Mossarito Batsu
Mossax	Mostealth	Mossax Jetspa	Mosphan	Mossax Jassa
Mesa	NONE	NONE	NONE	NONE
Mesabone	Mesaspine	Mesabone Gaborn	Mesadome	Mesabone Gaba
Mesathorn	Mesasabre	Mesathorn Gablade	Mesacutter	Mesathorn Gablar
Windora	Windalo	Windora Ortex	Windino	Windora Sordina
Thundora	Thedge	Thundora Hashack	Thisel	Thundora Sundra
Vilakroma	NONE	NONE	NONE	NONE



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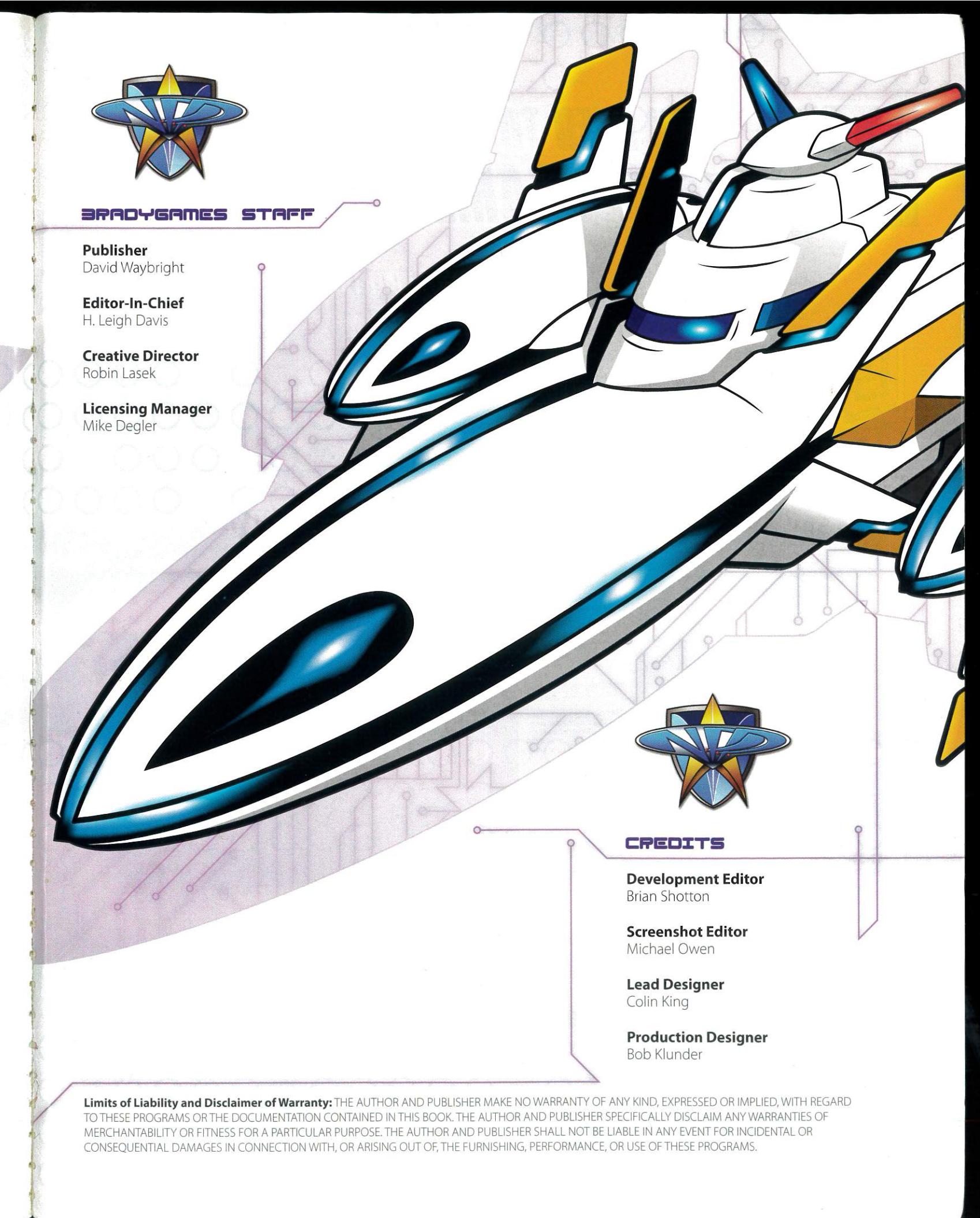
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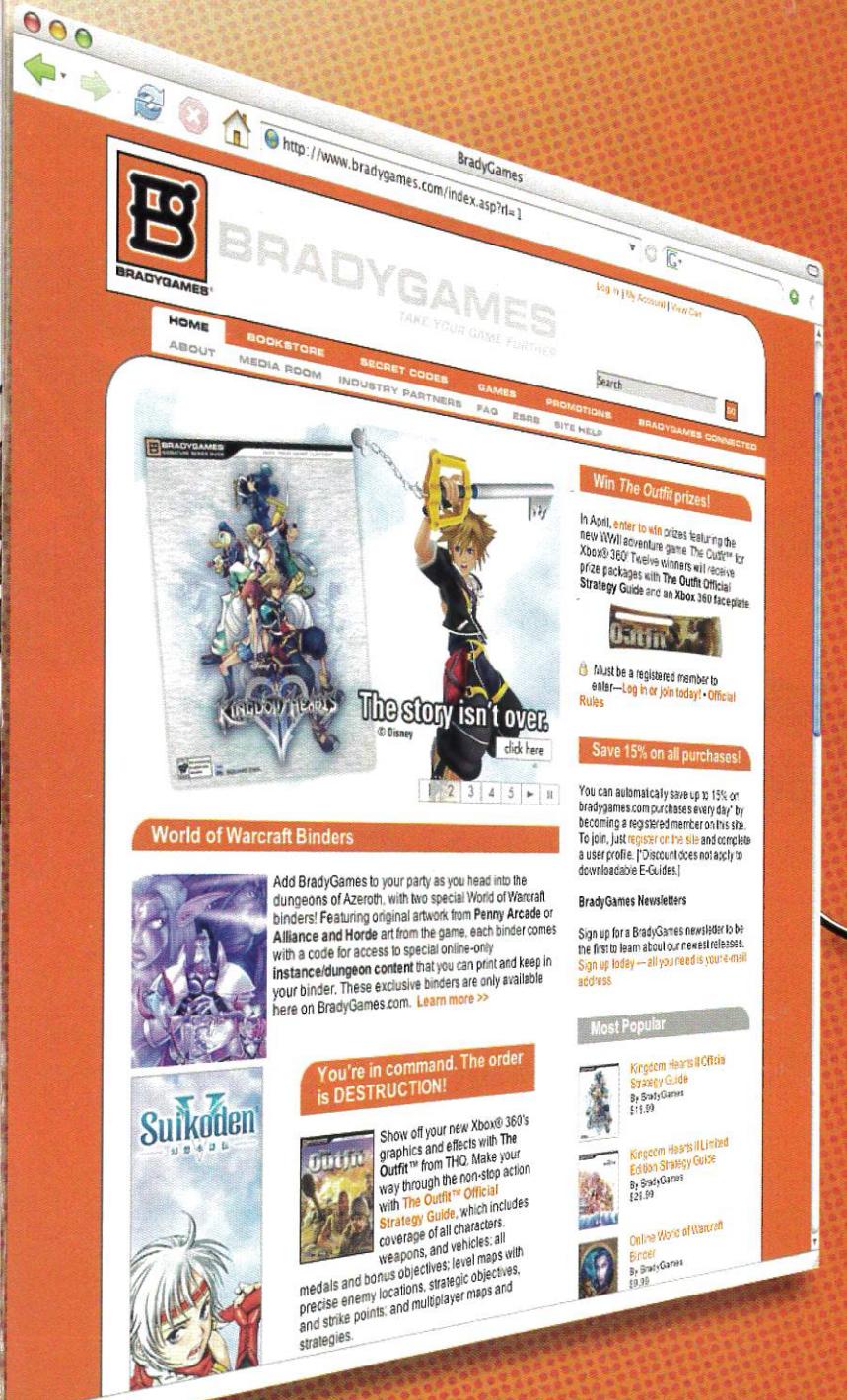
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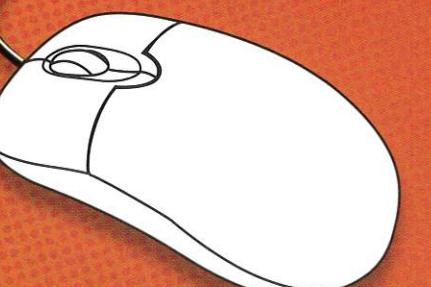
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